EUROPE IN TURMOIL

PRELUDE TO THE GREAT WAR

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Europe in Turmoil

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1.0 Introduction

As the year 1900 comes around, Europe is in the middle of the Belle Époque. Everybody is full of enthusiasm for the future. Warfare in Europe is considered to have become obsolete, most popularly by such writers as Jan Block in his book "Is War Now Impossible?"

Science and progress, economic prosperity, and cultural innovations are the words of the day. The Arts flourish.

However, dark clouds gather, as Kaiser Wilhelm II ascends to the Throne of Imperial Germany and "drops his pilot" the experienced chancellor Otto von Bismarck. Henceforth, Germany will be on a collision course with Great Britain, characterized mostly in the Naval Arms Race, eventually culminating in the H.M.S. Dreadnought and her successors.

In Europe in Turmoil: Prelude to the Great War, players will recreate the touch-and-go dynamic between the Authoritarian and Liberal streaks in European politics.

In France, where the average government lifetime is less than a year during this period, and Russia, in dire need of reform, huge swings in political power can and will occur. In fact, Imperial Germany may prove the only stable Authoritarian country - if Wilhelm II does not cave to Liberal demands. And at the edge of the gameboard, the unstable Balkans region faces Constantinople, the capital of the "Sick Man of Europe", the tottering Ottoman Empire.
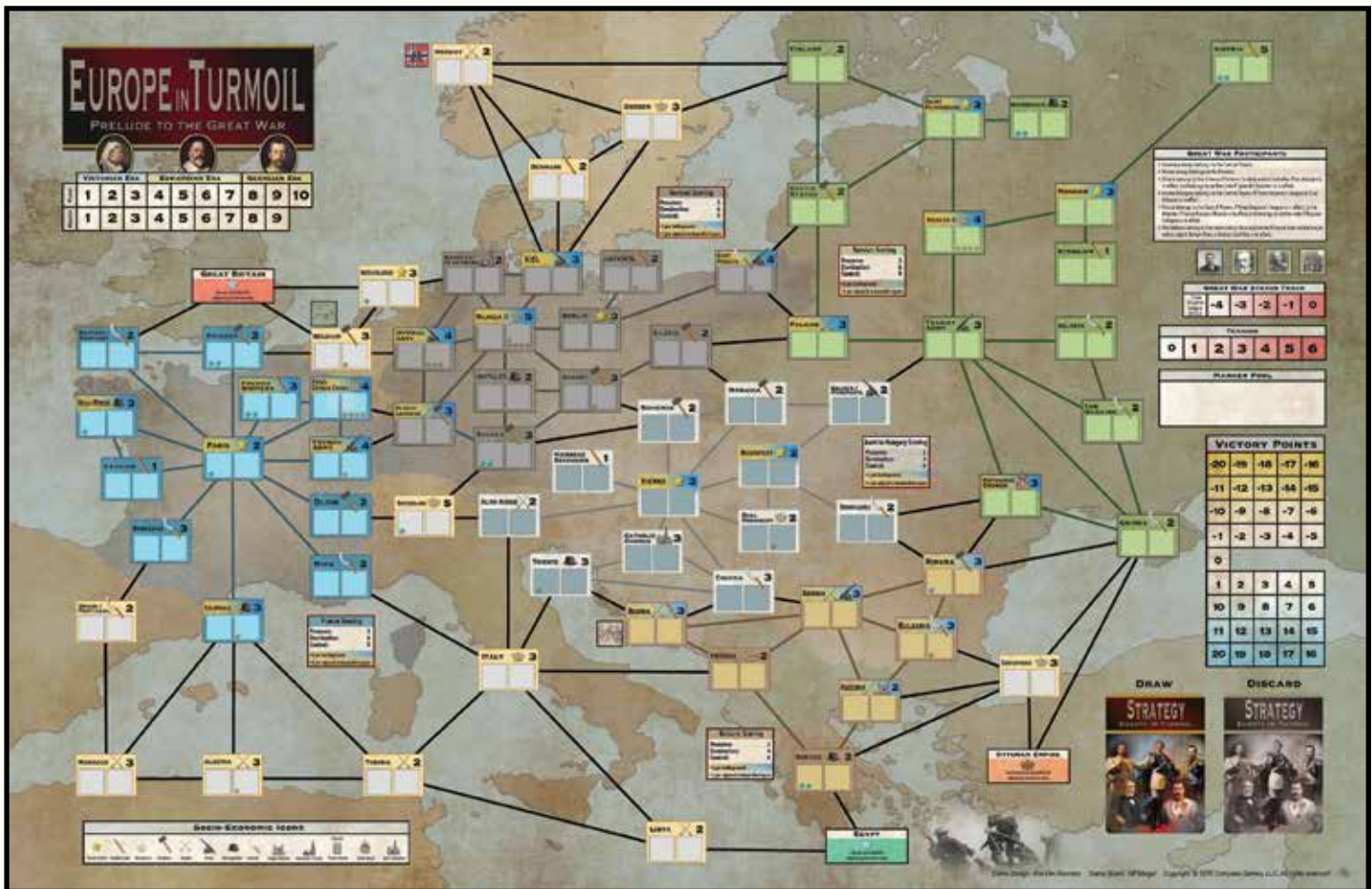
2.0 Components

Europe in Turmoil: Prelude to the Great War contains the following:

- 2 counter sheets
- This rules booklet
- 22" x 34" map
- 1 Player Aid
- 1 Naval Arms Race Chart
- 110 Strategy cards
- 20 Stability Check cards
- 35 Mobilization cards
- 4 transparent disks
- 1 blue six-sided die
- 1 yellow six-sided die

Prelude to the Great War

2.1 Game Map

2.1.1 The map is divided into 5 scoring regions (France, Russia, Germany, Austria-Hungary, and The Balkans) and several Independent countries which are not part of a scoring region (e.g. Belgium, Spain/Portugal, Morocco…). The spaces that belong to a scoring region share the same background colour. All spaces that do not belong to a scoring region share the same colour.

2.1.2 Each space on the map represents either a country (e.g. Belgium), a major city, or a sub-group of people within a country (e.g. the French Catholic Church, the French Bourgeoisie, ...).

2.1.3 Each space has a stability number representing that space's overall stability, independence, and power. This number determines how much Support is necessary to control the space and also represents the space's resistance to Support Checks (see 6.2). Each space on the map is either uncontrolled or controlled by the ideology whose Support Points exceed his opponent's Support Points in that space by at least the space's Stability Number.

2.1.4 Lines Spaces are connected to one another via lines on the map; a space is considered adjacent to all other spaces to which it is connected.

2.1.5 Socio-Economic Icons
Each space has (at least) one icon representing various socio-economic segments of society.

2.1.6 Battleground Spaces have a yellow/blue stripe along the top. All other spaces are normal spaces.
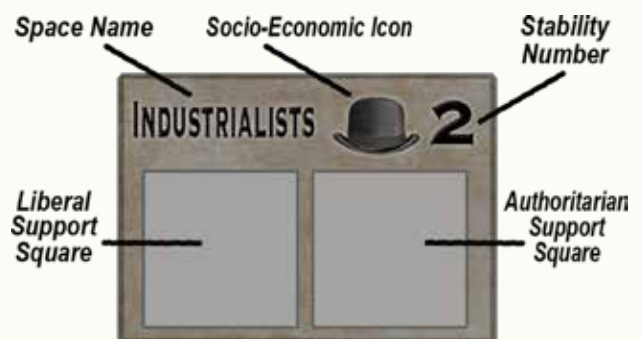
Normal space in the German Scoring Region

Battleground space in the German Scoring Region

from the game) are placed in a face up pile adjacent to the draw pile.

2.2 Strategy Cards

2.2.1 There are 110 Strategy cards used in the game. Each card contains an Operations Point value, an Event Title and an Event Description. Some cards are labeled SCORING, which must be played sometime during the turn they are drawn. There are five Scoring Cards, one for each region. When played they generate Victory Points. See 10.0.

2.2.2 Strategy cards have a banner near the top of the card that represents a time period. There are three era banners: a blue banner for the Victorian Era, a blue and yellow banner for the Edwardian Era, and a yellow banner for the Georgian Era.

2.2.3 Each card has a symbol to indicate which ideology is associated with its Event, as follows:

• Cards with a Yellow Crown are associated with the Authoritarian ideology

• Cards with a Blue Star are associated with the Liberal ideology

• Cards with a Circle are not associated with either side.

See 5.2 for the effect of playing cards whose Events are associated with your opponent's ideology.

2.2.4 Cards may be played in one of two ways, as Events or Operations.

2.2.5 Many cards have an asterisk * following their Event title. When these cards are played as Events, they are removed permanently from the game.

2.2.6 Cards that have their Event title underlined are displayed face-up on the side of the game board until they are canceled (or the game ends). The corresponding event marker is placed on the board as indicated by the card text.

2.2.7 Cards that have their Event title written in red are prerequisite cards for follow-up Cards. They are also always underlined, to clarify their ongoing effect.

2.2.8 Cards that are discarded (not permanently removed

2.3 Stability Cards

2.3.1 There are 2 decks of 10 stability cards each used in the game. They are used when a scoring card is played. See 9.0 Stability for their use.

2.3.2 Blue Stability Cards are used by the Liberal player. Dark yellow Stability Cards are used by the Authoritarian player.

SOCIO-ECONOMIC ICONS

Government - the Chancellors, Ministers, advisers etc. in charge of day-to-day operations

Monarchy - representing those countries where the Monarch was still the ruler of the country, rather than constitutional Head of State

Church - representing religious institutions. The Church in France had a lot of influence over the populace (and the élite), at least until the Separation between Church and State. On the other hand, in Germany the Protestant Church had been made subservient to the Empire by Bismarck.

Workers - the lower class, employed in the industries owned by the Bourgeoisie

Bourgeoisie - a powerful élite, owning most of the means of production

Farmers - rural areas, still part of the primary sector of the economy. Traditionally more conservative than their urban counterparts

Army - the armed forces of each Scoring Region; the more militarist members of society, usually propping up Authoritarian regimes

Intellectuals - the writers, painters, publicists who form and foment popular opinion

Annex - former conquests or colonies, not entirely integrated into society

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The VP Marker is used to track the current VP total. The Tension Marker is used to track the current Tension.

The Naval Arms Race Markers are used to track each player's progress on the Naval Arms Race Track.

2.4 Mobilization Cards

2.4.1 There are 35 Mobilization cards used in the game. They are used for the Optional Rule regarding the Great War. See 8.4.4.

War status markers are used to track the current alliances and other effects that influence Great War resolution. Next to the War Status track is a legend to indicate participants to the Great War.

2.5 Markers

2.5.1 Support Markers: The struggle for power across the board is tracked by Support markers. The number on a Support marker denotes the number of Support Points (SPs) it represents.

Event markers are placed on the board as indicated by their Strategy Card event text.

• Support markers are treated like cash, in the sense that players may 'break' a large denomination into smaller denominations at any time. Additionally, the number of Support markers in the game is not an absolute limit. Small poker chips, coins, or wooden blocks can be utilized to substitute in the event of a marker shortage.

• If a player controls a space, his Support Markers should be placed darker side face up to denote this. If not, place the lighter side face up.

2.5.2 The game includes various other markers to assist play:

The Action Round Marker is used to track the current round within the turn and the Turn Marker is used to track the current turn.

MARKERS: CARDBOARD VS. PLASTIC

Both counter sheet markers and clear transparent plastic disks have been provided to keep track of the information on the Turn Track, Action Track, Tension Track, and Victory Point Track. Either may be used dependent on player preference.

When using the disks, simply place the disk on the applicable space of the track.

*When using the counters, simply cover the applicable space with the counter. The Tension marker is an exception. When using the Tension marker, the counter should be placed in such a way that the black triangle on the marker **points** towards the applicable Tension Track space.*

Europe in Turmoil

3.0 Game Setup

3.1 Shuffle the Victorian Era cards and deal each player 8 cards. The players are allowed to examine their cards prior to deploying their discretionary Support Points (see 3.4). If either player is currently holding two or more "Scoring" cards, they **may** reveal them (see note below).

3.2 The Authoritarian places Support Points in the following spaces: 4 in French Catholic Church, 1 in French Armed Forces, 1 in Colonials, 1 in Belgium, 1 in Prussia, 5 in Wilhelm II, 3 in Imperial Army, 1 in Jugendstil, 4 in Nicolas II, 1 in Dual Monarchy, 1 in Bulgaria, 1 in Algeria, and 1 in Saxony.

3.3 The Liberal player places Support Points in the following spaces: 1 in Netherlands, 2 in Greece, 1 in Trieste, 2 in Russian Bourgeoisie, 2 in Siberia, 2 in Bavaria, 2 in French Writers, 1 in Beau-Monde, 2 in Picardy, 1 in Switzerland, 1 in Romania and 1 in Paris.

The Authoritarian Support Squares on the game board that start with Support Points have crown icons.

The Liberal Support Squares on the game board that start with Support Points have star icons.

3.4 Then each player places an additional 6 discretionary Support Points in the following order:

1. Authoritarian places 2
2. Liberal places 2
3. Authoritarian places 3
4. Liberal places 3
5. Authoritarian places 1
6. Liberal places 1

BALANCE: Optional Rule for 3.2 / 3.3

To balance the game (in case of skill or experience discrepancies), adding starting support for either side in Switzerland is a good measure. Making Switzerland start with e.g. 3 (instead of 1) Liberal Support goes a long way to balance a game against a more experienced Authoritarian player.

NOTE: These Support Points may be placed in any space(s) that do not have opponent's SPs at the time of placement.

If a player revealed two or more scoring cards in 3.1, whenever they receive Support Points in the above schedule, they get one additional Support Point.

3.5 Place the British and German Navy markers on the pre-Dreadnought Fleet space of the Naval Arms Race track. Place the Turn Marker on the first space of the Turn Record Track. Place the Action Round marker on the first space of the Action Round track. Place the Tension marker indicating the "0" space of the Tension track. Place the Three Emperor League marker on its space on the Great War track, then place all other Event and Great War markers in the Marker Pool on the board. Place the German Navy High Water Mark in the Marker Pool. Finally, place the VP marker on the Victory Points Track on the zero space.

4.0 Game Sequence

4.1 Europe in Turmoil is played in ten turns. Each turn represents between one and two years, and will involve seven normal card plays by each player (starting from turn 4, each player will have eight normal card plays). At the beginning of the game, each player receives eight cards from the Victorian Era deck. At the beginning of turn 4, the Edwardian Era deck is shuffled into the draw pile and players receive nine cards from the deck from now on. At the beginning of turn 8, the Georgian Era deck is shuffled into the draw pile.

4.2 The Phasing Player is the player whose Action Round is currently being played.

4.3 When there are no cards remaining in the draw deck, reshuffle all discards to form a new draw deck. Note that cards played as Events with an asterisk (*) are removed from the game when they are played, and are not shuffled into the new draw deck.

4.3.1 Deal all cards remaining in the draw deck before reshuffling, except in turns 4 and 7. See 4.4.

4.4 When moving from the Victorian Era deck to Edwardian Era, or from Edwardian Era to Georgian Era, do not add in the discards to the deck—instead add the Edwardian Era or Georgian Era cards (as appropriate) to the existing deck and reshuffle. The ignored discards remain in the discard pile for now, but will be reshuffled into the deck in the next reshuffle.

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4.5 The Turn Sequence

A turn in Europe in Turmoil has the following sequence:

> 1. **Deal Strategy Cards**
>
> 2. **Play Action Rounds**
>
> 3. **Verify Held Cards**
>
> 4. **The Great War (if triggered during Phase 2)**
>
> 5. **Advance Turn Marker**
>
> 6. **Calculate Final Scoring (after turn 10)**

4.5.1 Deal Strategy Cards: The players receive enough Strategy cards to bring their total hand size to eight. The first card is dealt to the Authoritarian player, and then the deal should alternate back and forth between the players until both have received their full hand size. Starting from the Edwardian Era (turn 4), players draw up to nine cards per turn.

4.5.2 Action Rounds: This is the main phase of the turn. Each player receives seven Action Rounds. Players alternate Action Rounds, playing one Strategy card per Round. The Authoritarian player always takes his Action Round first, followed by the Liberal player. Starting on turn 4, each player receives eight Action Rounds.

All actions required by each card must be resolved before the next player starts his Action Round by playing a card.

The player taking his Action Round is called the "Phasing Player."

• Ordinarily a player will have a card left over after the completion of all Action Rounds. This card is considered "held," and may be played in subsequent rounds. Scoring cards may never be held.

• If for any reason a player has no cards in his hand to play at the start of an Action Round, he must forfeit that Action Round and take no action.

4.5.3 Verify Held Cards: Scoring cards may never be held from one turn to the next. If a player is holding a scoring card at this stage in the turn, that player loses the game. Scoring cards are unique and color coded to their nation so that non-scoring cards can be identified by only revealing the card's edge.

4.5.4 The Great War: If a crisis has resulted in an Outbreak of War, the game is over and a winner is determined. See 8.4.

4.5.5 Advance Turn Marker: Move the Turn Marker to the next turn. If it is the end of turn 3, shuffle the Edwardian cards into the draw deck. If it is the end of Turn 7, shuffle the Georgian cards into the draw deck. See 4.4.

4.5.6 Final Scoring: If it is the end of Turn 10, and the game's winner has not yet been determined, perform Final Scoring as described in the Scoring rules. See 10.4.2.

2 — EDWARDIAN ERA

13. August 1905

JA — JA

vi elsker dette Landet!

1905 Dissolution of the Union of Norway and Sweden

Norwegian Independence*

Place two Liberal SP in Norway. From now on, SP can be placed in Norway and Support Checks can be made in Norway.

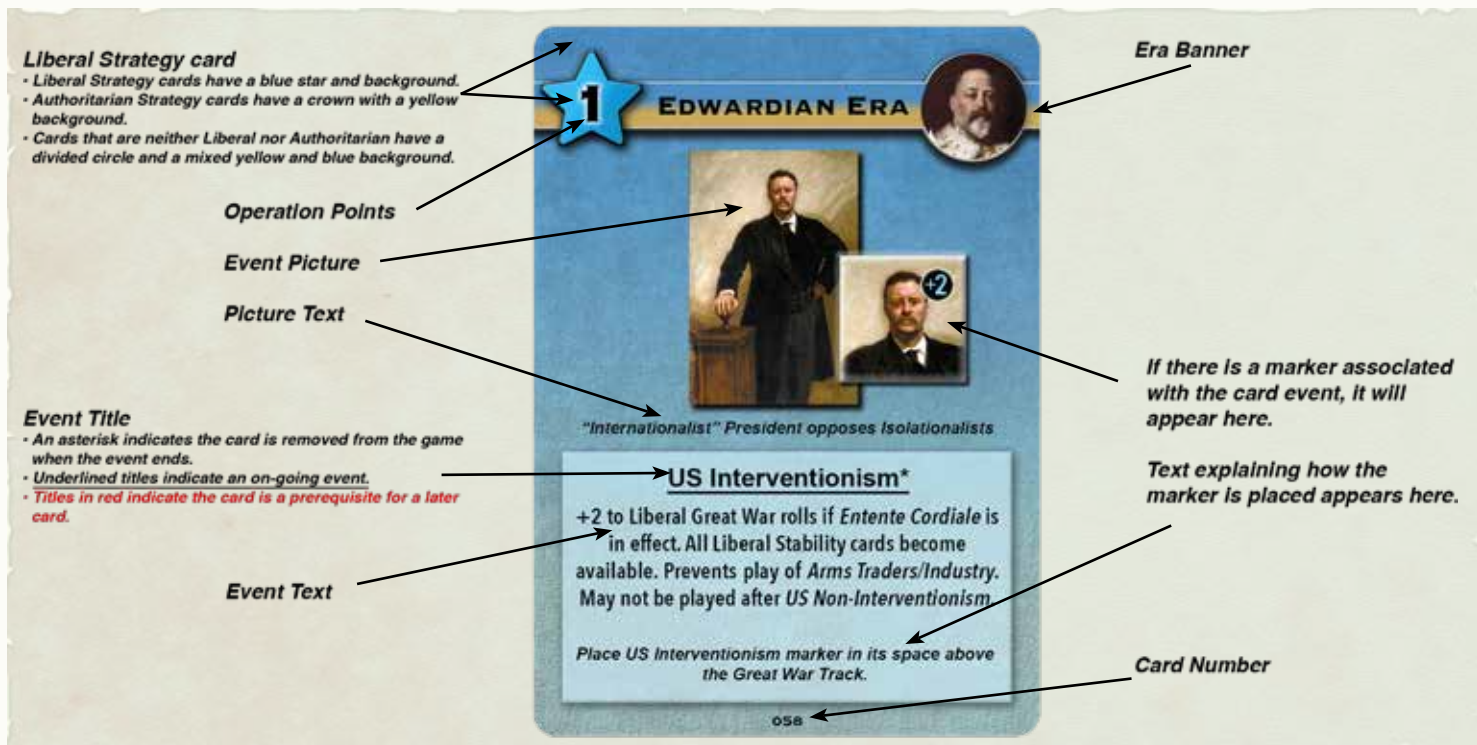*Place marker in Norwegian Independence space.*

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Norwegian Independence

When Europe in Turmoil begins, Norway and Sweden were known as the United Kingdoms of Sweden and Norway. Norway achieved independence on the 13th of August, 1905.

Until the event on card #51 Norway Independence occurs, support points may not be placed in the Norway space.

Liberal Strategy card
- Liberal Strategy cards have a blue star and background.
- Authoritarian Strategy cards have a crown with a yellow background.
- Cards that are neither Liberal nor Authoritarian have a divided circle and a mixed yellow and blue background.

Operation Points

Event Picture

Picture Text

Event Title
- An asterisk indicates the card is removed from the game when the event ends.
- Underlined titles indicate an on-going event.
- Titles in red indicate the card is a prerequisite for a later card.

Event Text

Era Banner

If there is a marker associated with the card event, it will appear here.

Text explaining how the marker is placed appears here.

Card Number

Card shown:

EDWARDIAN ERA

1

+2

"Internationalist" President opposes Isolationalists

US Interventionism*

+2 to Liberal Great War rolls if *Entente Cordiale* is in effect. All Liberal Stability cards become available. Prevents play of *Arms Traders/Industry*. May not be played after *US Non-Interventionism*.

Place US Interventionism marker in its space above the Great War Track.

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5.0 Card Play

NOTE: The play of Scoring cards is covered in section 9.0 and the scoring itself is covered in section 10.0.

5.1 Cards may be played in one of two ways: as Operations (see 6.0) or Events (see 7.0). Typically, players will hold one card in their hand at the end of the turn. All other cards will be used for events or operations. Players may not forgo their turn by declining to play a card, or by discarding a card from their hand.

5.2 Events Associated With Your Opponent: If a player plays a card as an Operation, and the card's Event is associated only with his opponent, the Event still occurs (and the card, if it has an asterisk after the Event title, is removed). Exception: cards used for Naval Arms Race attempts. See 6.3.

NOTE: When playing a card for Operations and it triggers your opponent's event, your opponent implements the event text as if they had played the card themselves.

• The phasing player always decides whether the event is to take place before or after the Operations are conducted.

• If a card play triggers an opponent's Event, but that Event cannot occur because a prerequisite card has not been played, or a condition expressed in the Event has not been met, the Event does not occur. In this instance, cards with an asterisk Event (marked *) are returned to the discard pile, not removed from the game.

• If a card play triggers an opponent's Event, but play of that event has been prohibited by a superseding Event card, then the Event does not occur, and the card remains in play for Operations only.

• If a card play triggers an opponent's Event, but the event results in no effect, the Event is still considered played, and would still be removed if it has an asterisk.

5.3 When a card played as an Event requires the play or discard of another card of a specific value, a higher valued card will always satisfy the requirement.

5.4 When an event forces a player to discard a card, the Event on the discarded card is not implemented. This rule also applies to Scoring cards.

5.5 Card text that contradicts the written rules supersedes the written rules.

6.0 Operations

When a non-Scoring card is played as an Operations card, the player must choose to use all of the card's Operations Points on one of the following Options: Support Point Placement, Support Checks or a Naval Arms attempt.

6.1 Placing Support Markers

6.1.1 The rules in this section only apply to Support Points (SPs) that are placed with Operations Points (OPs). Support points placed by Events can be placed anywhere (ignoring adjacency and control).

6.1.2 SPs are placed one at a time. However, all SP markers must be placed with, or adjacent to, friendly SP markers that were in place before the first SP was placed.

6.1.3 It costs one OP to place an SP in a space that is friendly-controlled or uncontrolled. It costs two OPs to place an SP in an opponent-controlled space. If a space's control status changes while placing SPs, additional points placed during that Action Round are placed at the lower cost.

6.2 Support Checks

6.2.1 Support Checks are used to reduce opponent Support in a country, and possibly to add friendly support if the Support Check is successful enough.

6.2.2 Each Strategy Card played for Support Checks gives two Support Checks to the Phasing Player, regardless of the card's Operations value. Support checks made using Operations must be done in **different** spaces (i.e. no two consecutive Support Checks in the same space; this restriction does not apply to Support Checks made through Events).

6.2.3 To attempt a Support Check in a space, the space must have at least one opponent SP. The player must resolve the first Support Check before declaring the next target.

6.2.4 To resolve a Support Check, multiply the Stability Number of the target space by two (x2). Then roll a die, and add the OPS value of the card played to the die roll. Further modify the die roll by:

• +1 for each adjacent friendly controlled space (counting UK and Egypt as Liberal controlled and Ottoman Empire as Authoritarian controlled).

• −1 for each adjacent opponent controlled space (counting UK and Egypt as Liberal controlled and Ottoman Empire as Authoritarian controlled).

• SPs in the target space itself do not modify the die roll in any way.

6.2.5 If the modified die roll is greater than the doubled Stability Number, the Support Check succeeds, and the phasing player removes opposing SPs equal to the difference from the target space. If there are insufficient opposing SPs to remove, he adds friendly SPs to make up the difference (but **never** more than necessary for control).

6.3 Naval Arms Race

6.3.1 The Naval Arms Race track contains two Navy markers (one per player, the British Navy belonging to the Liberal player and the German Navy belonging to the Authoritarian player). These are initially placed on the pre-Dreadnought space. Operations Points may be spent to attempt to advance a player's marker to the next box on the track. To do so, roll a die and add the Operations value of the card to the total.

Modify this total by:

• +1 if the card played is the player's own Event.

• +1 if this is the second or subsequent attempt to advance to the box (i.e. the Navy marker is on its +1 side)

* +1 if Liberal player and *Admiral Fisher* in effect

6.3.2 If the total matches or exceeds the number required to advance to next box (printed in the box), the player moves his Navy marker forward to the new box (unless attempt was made by the Authoritarian player and both Navy markers are still in the pre-Dreadnought space), flipping it back from its "+1" side if necessary. Otherwise **(if not already there)** flip the Navy marker to its "+1" side to indicate the +1 modifier (see 6.3.1, 2nd bullet point).

NOTE: If an event moves a Navy marker, it remains on its current side.

6.3.3 A player may only make one regular Naval Arms Race Attempt per turn, although he can be allowed additional attempts (due to the *Helgoland Class* space on the Naval Arms Race track, the *Two Power Standard* or *Bethmann-Hollweg* strategy cards or the *Naval Law Amendment* Stability card). When, according to the *Two Power Standard* event a player has to make multiple consecutive attempts, this is across turns if not enough Action Rounds remain in this turn, however attempts made by *Two Power Standard* do count against the limit for the purpose of deciding if a subsequent attempt may be made (i.e. after all the mandatory consecutive attempts have been made, no further regular attempts may be made during that turn).

6.3.4 Several Events on strategy cards (*Naval Bill / Fleet Law*, *Admiral Tirpitz*, *Lord Fisher*, *Franco-British Naval Cooperation*) allow a player to advance his Navy marker forward on the Naval Arms Race track. Such cards may be played for the Event in addition to any Naval Arms Race attempt(s) on a given turn.

6.3.5 When a player's naval marker advances to the next box on the Naval Arms Race Track, the player follows the instructions in the Ship Class box just entered (exception 6.3.8).

6.3.6 Regardless of the text on the card, the Event of a card played as a Naval Arms Race attempt is not implemented. The card is placed in the discard pile.

6.3.7 If a Navy marker reaches the final box of the Naval Arms Race Track, that player may no longer make Naval Arms Race attempts.

6.3.8 Certain strategy cards (*Copenhagenization* and *Mittel Europa*) can move the German Navy marker back on the Naval Arms Race track. If this occurs and the "German Navy High Water Mark" is not yet on the Naval Arms Race track, put it on the track in the current space of the German Navy prior to the event.

Return the German Navy High Water Mark to the marker pool when the German Navy marker advances beyond it on the Naval Arms Race track. While the German Navy High Water Mark is on the Naval Arms Race track, treat it as the German Navy marker for the purpose of awarding effects of spaces (e.g. If the German Navy marker enters a space that awards VPs, the Authoritarian player would not receive these VPs. If the British Navy enters a non-VP space, the Liberal player would not receive its special ability if the German Navy High Water Mark marker is in or beyond that space.

6.3.9 The OPS reduction/increase from Strategy cards such as *Absolutism*, *March of History* or *Stymied* happens before any OPS reduction from spaces on the Naval Arms Race track.

7.0 Events

7.1 General Rule: If a card has a playable Event associated with either the Phasing Player or both players, it may be played as an Event instead of Operations. If so, the card's Event takes effect as directed by the card's text.

7.2 Lasting Events: Some Event cards remain in effect until canceled by a later Event. Some Events last for the duration of the game. When such cards are played as Events, place them to the side of the map, and move their markers from the Marker Pool to the appropriate space on the Map, as a reminder of their ongoing effects. Lasting events have their Event title underlined.

7.3 Events that Modify OPs Values

7.3.1 Some Event cards modify the Operations value of cards that follow. These modifiers should be applied in aggregate.

7.3.2 Regardless of modifiers, a non-Scoring card always has a minimum Operations Value of 1.

7.3.3 Events modifying the Operations value of a card only apply to one player, and do so for all purposes.

7.4 Events That Play Like OPs Cards: If an Event specifies that a player may conduct Operations, place Support, or make Support Checks as if he played a card of a certain operations value, those additional Operations are

treated as if a card had been played for its Operations Point Value. Therefore, those Operations are subject to all rules for placing Support Markers (see 6.1) and other Events limiting their value or use.

7.5 Unplayable Events: If an Event becomes unplayable due to its cancellation or restriction by another Event card, the unplayable Event card may still be used for its Operations value.

8.0 Tension & the Great War

"The lamps are going out all over Europe, we shall not see them lit again in our life-time"

- Sir Edward Grey

8.1 Tension Track

8.1.1 Tension measures the willingness of the countries of Europe to go to war. The Tension level begins the game at its minimum of 0. It can go up and back down due to events.

8.1.2 Tension may never go below 0, nor may it go higher than 6 (Higher than 3 if *Franz Ferdinand* in effect and both Vienna and Budapest are under Authoritarian control). Whenever a card effect would make it go below 0 or higher than 6 (3 if *Franz Ferdinand* in effect), the player whose event altered the Tension instead respectively gains or loses 1 VP per unresolved point of Tension.

8.2 Great War Status Track

8.2.1 Great War status measures the different alliances formed during this period, which will eventually cause the assassination of Franz Ferdinand and the local conflict between Austria-Hungary and Serbia to escalate into World War I.

8.2.2 At the beginning of the game, the Three Emperor League marker is on the Great War Status Track. Place it in the leftmost space of the track.

8.2.3 Whenever a new marker is to be placed on the Great War track, place it in the leftmost open position.

8.2.4 The Great War Status modifier is the number in the leftmost **open** position of the Great War track (if all spaces are filled, it is 0), potentially modified by -2 if the Three Emperor League marker has not been flipped to its Franco-Russian Alliance side or by +1 if the Balkan War marker has been placed on the track.

8.3 Crisis

8.3.1 Whenever a player is instructed to make a "Crisis" roll, the following procedure should be executed prior to executing the remainder of the event and/or the OPS expenditure. Always execute all text prior to the Crisis Roll instruction before making the Crisis Roll

Roll a die, with the following modifiers:

- +1 for each point of Tension.

- +X for the total Great War Status modifier (usually negative).

If the result is higher than 6, the Great War breaks out. Immediately end the Action Phase, skip the Verify Held Cards phase and go to The Great War Phase (8.4). Otherwise, continue the execution of the event and the game progresses as normal.

8.3.2 At the end of each Scoring (as written on the scoring cards), make a Crisis roll (as defined in 8.3.1).

8.4 The Great War

The Great War will always be a conflict between two sides, the **Entente** and the **Central Powers**. If decisions need to be taken for either of these sides, they are taken respectively by the Liberal and the Authoritarian player.

8.4.1 Determine Participants: Depending on the Alliance markers on the Great War track (and other events), certain powers participate in The Great War belonging to a certain side:

- Germany always belongs to the Central Powers.

- France always belongs to the Entente.

- Britain belongs to the Entente if *Entente Cordiale* and/or *Schlieffen Plan Adopted* is in effect, and belongs to neither side if *Splendid Isolation* is in effect.

- Austria-Hungary belongs to the Central Powers if *Three Emperor League* or *Dual Alliance* is in effect.

- Russia belongs to the Central Powers if *Three Emperor League* is in effect, to the Entente if *Franco-Russian Alliance* is in effect and belongs to neither side if *Russian Collapse* is in effect.

- The Balkans belong to the same side as Russia (Entente if Russia does not belong to either side) if *Balkan Wars* or *Balkan Civil War* is in effect.

8.4.2 War Resolution
The 'winner' of the Great War (not the game) is resolved.

Determine each player's War Resolution Modifier. This is done by checking the markers on the Great War Status Track and any markers on the four event spaces above the track. Markers with a black circle in their upper left corner contain a number which is a **War Resolution Modifier** for either the Authoritarian player (yellow number) or the Liberal player (blue number).

Each player calculates their War Resolution Modifier (Authoritarian player sums the yellow numbers, Liberal player sums the blue numbers).

Each player rolls a die, applying the following modifiers:

- + player's War Resolution Modifier

- +1 if currently ahead on the Naval Arms Race track.

- +1 if currently controlling the Constantinople and/or Italy space(s).

Highest roller wins the Great War and gains 4 VP. In case of ties, treat both players as loser of the Great War.

8.4.3 War Losses
If the Entente lost the Great War, execute the following procedure for each scoring region belonging to either of the participating sides:

- If the scoring region belonged to the Entente, Liberal player rolls a D6, then removes SPs from spaces in the scoring region (or independent spaces adjacent to the scoring region) equal to the result. Subsequently, the Authoritarian player rolls a D6 and does likewise. Finally, the Liberal player rolls a D6 and does likewise.

- If the scoring region belonged to the Central Powers, Authoritarian player rolls a D6 and gains that many OPs to place SPs in spaces in the scoring region (or independent spaces adjacent to the scoring region). Subsequently, the Liberal player rolls a D6, then removes SPs from spaces in the scoring region (or independent spaces adjacent to the scoring region) equal to the result.

- Place enough support in the Constantinople and Italy spaces for Authoritarian control.

If the Central Powers lost the Great War, execute the following procedure for each scoring region belonging to either of the participating sides:

- If the scoring region belonged to the Central Powers, Authoritarian player rolls a D6, then removes SPs from spaces in the scoring region (or independent spaces adjacent to the scoring region) equal to the result. Subsequently, the Liberal and then the Authoritarian player repeat once.

- If the scoring region belonged to the Entente, Liberal player rolls a D6 and gains that many OPs to place SPs in spaces in the scoring region (or independent spaces adjacent to the scoring region) equal to the result. Subsequently, the Authoritarian player rolls a D6, then removes SPs from spaces in the scoring region (or independent spaces adjacent to the scoring region) equal to the result.

- Place enough support in the Constantinople and Italy spaces for Liberal control.

If both sides lost the Great War, only execute the first bullet point of the above two paragraphs. **Once War Losses are resolved, go to Final Scoring (8.4.5).**

The order in which regions are scored is determined by the Great War winner. If both sides lost, the Entente chooses the first region affected, then players alternate choosing.

8.4.4 (Optional) War Mobilization

Instead of executing steps 8.4.2 and 8.4.3, players can at the beginning of the game decide to use the optional "War Mobilization" rules.

NOTE: this is an additional "mini-game" on top of the normal rules, and it is advised not to use these rules unless both players are comfortable with the general rules.

Additional participants:

• If Russia is a participant, the Ottoman Empire will participate (belonging to the opposing side).

• If *Triple Alliance* or *Perfidious Italy* is in effect, Italy belongs to the Central Powers or Entente respectively.

Each player simultaneously selects one Mobilization card (exception: *U-Boat War*) for each nation participating on their side.

In order of ascending priority (from 0 to 8), reveal Mobilization cards and execute all valid Mobilization effects, checking the validity at the time of execution (e.g. a selected Mobilization card can become invalid by the execution of a Mobilization card with lower priority). Cards with equal priority are executed simultaneously.

Once all Mobilization cards are executed, go to Final Scoring (8.4.5).

> **EXAMPLE:** *Players have decided to use the War Mobilization rules to determine the result of the Great War. The following nations are participants: Germany and Austria-Hungary on the Central Powers side and France, the Balkans and Italy on the Entente side. Schlieffen Plan Adopted is in effect. The Authoritarian player selects Mobilization cards for Germany and Austria-Hungary and the Liberal player does likewise for France, the Balkans and Italy. Authoritarian player selects* Guns of August [3] *and* Isonzo Campaign [6]. *Liberal player selects* Plan XV [1], War of Liberation (Austria-Hungary) [3] *and* Neutrality [1]. *When ready, Liberal player reveals* Plan XV *and* Neutrality, *executing their effects. Subsequently, after skipping [2] as both players confirm they have no card with Priority 3, the players reveal* Guns of August *and* War of Liberation (Austria-Hungary) *respectively, executing their effects. Finally, Authoritarian player reveals* Isonzo Campaign *and resolves its effect.*

8.4.5 Final Scoring

Score all Scoring Regions that participated in the Great War, then end the game and determine a winner based on whose side of the Victory track the VP marker currently is positioned. If tied, the player whose side won the Great War wins. If still a tie, both players lose. When using the optional War Mobilization rules (8.4.4), there is no war winner determination. Players using 8.4.4 who tie after final Scoring (8.4.5) both lose.

9.0 Stability

Whenever a country's Scoring card is played, a Stability Check in that country is immediately conducted. **IMPORTANT:** Scoring cards must be played on the turn in which they are dealt. If a player is left with a Scoring card in his hand at the end of the final Action Round of a turn, he loses the game.

Each player has his own deck of ten Stability cards. These cards are open knowledge and each player can at any time (except during the following sequence) inspect the other player's stability deck.

A Stability Check is resolved by following this sequence:

1. Choose Cards: Each player chooses a card from his available Stability Cards. Certain cards and effects allow additional cards to be chosen. This can happen during a Stability Check if a player is allowed to select multiple cards. Once a player has only 1 Stability card remaining, all unavailable Stability cards of that player become available again.

2. Play Cards: The non-active player first reveals his Stability card and executes its effect. Subsequently, the active player reveals his Stability card and executes its effect. If either player selected more than one Stability card in Step 1, players take turns playing Stability cards until all selected cards have been played. Once a Stability card has been played, it is unavailable for use until that player's Stability cards are refreshed (by semi-exhaustion of the deck, see step 1, or by the play of the US Interventionism or US Non-Interventionism strategy cards).

3. Scoring: Finally, the country is scored according to the rules in section 10, with the VP marker moving accordingly.

4. Make a Crisis Roll. See 8.3.

NOTE: all steps of a Scoring must be completed before checking the VP marker for auto-victory.

Prelude to the Great War

10.0 Scoring

The object of the game is to score Victory Points (VPs). Regional Victory Points are scored through support within the five scoring Regions and their periphery and colonies. VPs can also be received through the play of certain Events. Each region has its own 'scoring card'. Playing a scoring card causes Victory Points to be scored, based both on how much support your ideology has in that region and its periphery and how stable that region is at the time the card is played.

Scoring takes place in a region at the following times:

1. During the last step of a Stability Check in a region

2. During End Game Victory (10.4.2) for ALL regions

3. During the "Great War" (8.4.5) for all PARTICIPATING regions

10.1 SCORING Cards

10.1.1 The following terms are used during Regional Scoring:

Presence: An Ideology has Presence in a Region if it Controls at least one space in that Region.

Domination: An Ideology achieves Domination of a Region if it Controls more spaces in that Region than its opponent, and it Controls more Battleground spaces in that Region than its opponent. An ideology must Control at least one non-Battleground and one Battleground space in a Region in order to achieve Domination of that Region.

Control: An ideology has Control of a Region if it Controls more spaces in that Region than its opponent, and Controls all of the Battleground spaces in that Region.

10.1.2 If a player has achieved Presence, Domination, or Control, he scores VPs equal to the number shown on the country's Scoring Card for the **highest** of the three levels he has achieved.

10.1.3 Each player scores 1 additional VP for each Battleground space that he controls in the region.

10.1.4 Each player scores 1 additional VP for each independent country he controls which is adjacent to the Region

10.1.5 Each player totals up his VPs, and the net difference between the two scores is marked on the Victory Point Track.

10.2 Non-Scoring Event Cards

Playing certain card Events may result in Victory Points being scored.

10.3 The Victory Point Track

10.3.1 The Victory Point Track shows a range of scoring possibilities from Liberal 20 (Liberal Automatic Victory) to Authoritarian-20 (Authoritarian Automatic Victory). At the start of the game, place the VP marker in the center of the chart, on the box marked 0. This box represents zero points, or total equilibrium of the two sides. This box should be counted as a space when players' scores are adjusted.

10.3.2 Wherever a card states that the player 'gains' a Victory Point, this means that the VP marker is moved that many spaces in that player's favor, i.e., if the VP marker is on the 10 space (Liberal winning) and the Authoritarian player gains 2 VP, the marker is moved to the 8 space on the VP track.

10.3.3 If both players earn Victory Points from the same card or Event play, apply only the difference in Victory Points awarded.

10.3.4 At the end of Scoring, make a crisis roll (8.3)

10.4 VICTORY

10.4.1 Automatic Victory. There are several ways to achieve an automatic victory in **Europe in Turmoil**:

• The instant one player reaches a score of 20 VP, the game is over and that player is the winner. **note:** All VP awards (for both players) that are scored during an event or scoring card must be applied prior to determining automatic victory.

• If the Liberal player Controls Germany, he wins when the Germany Scoring card is played.

• The Great War. (see 8.4)

• Illegal Held Card: if a player has a scoring card in his hand in the Verify Held Cards step of a turn, that player loses and his opponent is declared the winner. If both players hold scoring cards, the game is considered a draw

10.4.2 End Game Victory. If neither side has achieved victory of any kind by the end of turn 10, then every Region is scored as if its regional scoring card had just been played (these new VPs are added to the current score). No Stability checks are conducted or crisis rolls. Every Region's score must be calculated before final victory is determined. Reaching 20 VPs does not result in Automatic Victory during scoring at the end of turn 10; however, Control of Germany does grant automatic victory to the Liberal, regardless of scoring elsewhere. Once all regions have been scored, victory goes to the player who has accrued most VPs. If the VP marker is on a positive number, the Liberal wins; if the VP marker is on a negative number, the Authoritarian wins. If the VP marker is on zero, the game ends in a draw.

Europe in Turmoil

11.0 DESIGNER NOTES

EUROPE IN TURMOIL thanks its genesis to my wife. After finishing yet another game of *1989: Dawn of Freedom* she said: "I liked it, but are there other games like this?". I had to confess to her that I didn't know a game exactly like it beyond *1960* and *Twilight Struggle*. I took it upon me to design "a game like that".

I put myself to thinking about periods in time like these – not a military conflict per se, but with conflict massing at the horizon. I briefly considered doing a game on the Peloponnesian War when I caught onto the *Belle Époque*, more specifically the first one-and-a-half decade of the 20th century.

A rough starting date for the historical period being simulated in this game is about 1900, although this is a "flexible" date. The game starts in the winding down of the Victorian Era. Queen Victoria is either already dead or soon-to-be. The Boer War is over (or at least has started already). Wilhelm II is Kaiser and has "dropped the pilot". While the Three Emperor-League is technically no longer in effect, the Franco-Russian Alliance (and certainly the Entente Cordiale) are not yet functional military alliances, although the Anglo-French tensions with regards to Northern Africa (and the Fashoda incident) are already behind us. Russia is soon to be at war with Japan. Key events from this era are *Entente Cordiale, Revolution of 1905, Russo-Japanese War, Admiral Fisher* etc. Beyond this, the game will enter two more eras, each named after another British Monarch. The Edwardian Era takes places roughly during the first decade of the 20th Century and features such cards as *Viscount Grey, Winston Churchill, Enver Pasha, Second Duma Disbanded, Schlieffen Plan Adopted,* etc. The final era, the Georgian one, is often not reached (during games in which the Great War erupts early) and contains events from the second decade of the 20th Century but also includes "alternate history" events in case no (or a late) Great War would break out. Historical cards from the Georgian Era are cards such as *Gavrilo Princip, Balkan Wars, German Army Expansion, Stolypin Land Reform*, while the ahistorical ones are cards like *Yugoslavia, Russian Collapse, Preventive War* etc. While these British monarchs did not *embody* the era they ruled in, in my opinion they certainly *mark* three different periods. Obviously their death didn't have enormous significance, but their deaths correspond to the end of significant eras of this period. The last years of the Victorian Era mark the beginning of the Wilhelmite rule over Germany and the end of Bismarckian *Realpolitik*. The Edwardian Era has the start of the Dreadnought race and a worsening of relations between Germany and Britain and some "rapprochement" between England, France and Russia (with Russia suffering a Revolution and some Democratization of the tsarist Regime in between). And with the passing of Edward VII (not without reason the subject of the opening chapter of Barbara Tuchman's *Guns of August)* the pace seems to start rising a bit in Europe with the Balkan Wars, the Moroccan crises, ...

That these periods of time nicely correspond with 3-4-3 turns within the scope of my game is obviously either a nice coincidence or some planning on my side, but there is *some* historical reasoning behind this choice.

When playing *Europe in Turmoil*, players embody ideologies, not nation states, and the gameplay focuses on divisions within nations themselves. I have often heard "Surely this should be a seven player game. No way you can do a two player game on that age of European politics, it was too divided." And they are right – in fact, even these seven factions are not monolithic enough. It is hard to put the Catholic French army officers skipped over for promotions due to the *affaire des fiches* in the same faction as the anti-clerical War minister who passed them over, or putting Archduke Franz Ferdinand in the same faction as the regimental officers he censured for speaking Hungarian amongst each other, when that was the official regimental language. Following this logic, surely you'd need 40+ players for a good political game on pre-WWI Europe if you want to represent all these groups faithfully. Instead, in *Europe in Turmoil*, I tried to design by effect a two player game where the event of the era play out faithfully even though the players themselves represent no single actor.

An oft-heard criticism about wargames is that it is often unclear WHO the players are. In a WWII game, are you Hitler? OKW? OKH? Army group command? Army command? Corps? Often, it is a mix of all-of-the-above, without the game (trying to) communicating this to the players. Not so in *Europe in Turmoil*. What you are is clear – the players represent ideologies. To WHO exactly these ideologies map might occasionally be muddled, and of course players aren't monolithic. That's not needed. The action of YOU, the player, will cause events to unfold in a more-or-less historical way. YOU, the player, represents factions and divisions in each of the nations of Europe, rifts running straight in the middle of the countries on the map.

In France, you represent the rift between Clerical and Anti-clerical, Monarchist versus Republican, Bonapartist versus Pacifist, Colonial versus anti-colonial, Antisemite versus Dreyfusard.

In Germany, you represent Militarism, Prussianism, Pan-Germanism versus Liberalism, Parliamentarism, …

In Austria-Hungary the rift is more physical: you represent the Habsburg center versus Nationalism, especially Hungary but also Slavs in the southern crown lands.

In the Balkans, it is centrifugal versus centripetal forces, YUGO-slav versus independence versus Ottoman rule, Orthodox versus Catholic versus Muslim.

In Russia, it is Tsarism versus Social-revolutionaries, Empire versus Nationalism.

While it is true that Social-revolutionaries in Russia might have little to do with Bosnians in Austria-Hungary striving for independence, having their actions controlled by the same player allows for a historical account of the time (or at least for a historical simulation of the epoch).

How does it play out in the game? Players attempt to control the five scoring regions (France, Germany, Austria-Hungary, Russia and The Balkans) with their Ideology. The

play of scoring cards will affect the score, which in the end gives an idea on which Ideology was most successful in "spreading the word" throughout Europe.

When the Great War breaks out, however, it will turn out these ideologies are indeed not the deciding factors for who fights on which side (as they indeed did not historically, much to the surprise of those workers who expected the pan-European general strikes envisaged by the Second International to erupt and halt mobilization drives). This problem (how to have two player sides in each country while having an end game pitting countries against each other) was a major headache during the design, but I believe that the end is a realistic, historical approach. The board itself reflects the fact that players are ideologies by using a hybrid system of point-to-point connections. While most of the spaces on the board have a geographical connection, the system used is more a philosophical and political one rather than a "men-on-the-map" one. Adjacency on the map indicates the spaces involved were "fellow-travelers" or at least that there was influence between the two spaces. Adjacency has two effects in the game, first your influence can only grow adjacent to places where you are already present and second when you try to do a "support check" (e.g. a large protest, perhaps a small war in the Balkans, or a huge event like the Dreyfus Affair), one space is affected but the control over its adjacent spaces is used as a modifier. As an example, let's take a look at the French Scoring Region on the board. While many of the French spaces are geographical places, some of the less geographical and more sociologically present boxes are the three interconnected spaces called "French Writers", "French Armed Forces" and "French Catholic Church". Having the Church space connected to both other spaces named signifies the significant influence the Catholic Church had over both the intelligentsia (through censorship or social mores) and the Army. Something happening to the French Catholic Church (e.g. secularism as expressed in the 1905 French law on the Separation of the Churches and the State) will remove this influence, and so those spaces become somewhat easier to influence for the Liberal player. A similar example is the Russia scoring region, where the main connection to the Balkans scoring region leads through the Orthodox Church space. Similar belief systems in addition to the Tsarist hope to conquer Constantinople and found "Third Rome" are expressed as connections between these Scoring Regions. Of course simple geographical connections were also thought out. The "French Armed Forces" space connects to the German "Imperial Army" because that's what forty years of trauma after the Franco-Prussian war and the loss of Alsace-Lorraine had led to. The "French Colonials" are situated somewhere around Marseille because that makes most sense when relating to Tunisia, Morocco, Algeria, etc. Presumably people in Nice (pre-Italian Unification a part of Piedmont-Sardinia) were more "connected" to Italy than people in Paris. France having become extremely centralized under the Third Republic, each French space being connected to Paris just makes sense from a political point of view. Same for Wilhelm II in Germany (and the Tsar's somewhat isolation in Russia, being accessible only through the Government and Army spaces).

The Naval Arms race, while based on *Twilight Struggle's* space race, is quite different for the centre space in the game it holds. It is a true race in that players cannot really afford to fall behind, with especially the *Nassau* and *Colossus* space on the track give back-breaking advantages to the player holding it. Historically, the Naval Arms race was the biggest wedge between the United Kingdom and Germany and a symbol for Wilhelmite Germany's drive to take Britain's place in the sun. While mechanically still serving as a way to get rid of enemy strategy cards, it is more than an escape valve – sometimes you have to make real sacrifices to ensure Naval parity.

The Great War mechanic is somewhat based on the *Wargames* card from *Twilight Struggle*, a card with which I have a love-hate relationship. I like the idea of a kill-switch within the game and certainly prefer uncertain game endings over "last turn" apocalyptic gameplay. The *Wargames* card itself is far too deterministic for my taste, though. Given the political climate of the time, I preferred a mechanic focusing on the many crises of the age, allowing the Great War to break out over Morocco as well as the Balkans, internal struggles within Russia as well as the Naval Arms race.

With unrest (both within nations and between nations) limited and the central European Empires allied to each other, the chances of the Great War breaking out during the early stages of the game are limited. The more Europe divides into two "blocs", however, the more players have to decide whether increasing unrest or forcing crisis rolls is in their best interests. Once the Great War does break out, the focus moves from "ideologies" to alliance blocs. Nationalism in the end prevailed over ideologies; while the socialist Internationale had planned massive, pan-European strikes in the occasion of a war breaking out, these plans fizzled out once patriotic workers mobilized rather than protested.

I hope you all enjoy this simulation and remember Bismarck's saying: "*The next great European war will probably come out of some damned foolish thing in the Balkans.*"

Kris

Leuven, Belgium March 2018

Europe in Turmoil

12.0 Card Notes

ADMIRAL VON TIRPITZ (#1): The architect of the German Dreadnought fleet, Alfred von Tirpitz was the driving force behind the German naval expansion in the late nineteenth and early twentieth century. Focused on creating a "fleet in being" to put Germany on the international scene, von Tirpitz expected the British Royal Navy to decline risking naval dominance to stop the German burgeoning fleet. While the Naval expansion plans were designed to appeal to Kaiser Wilhelm, rather than forcing the British into unwilling cooperation they instead turned them against Germany, forcing the British Admiralty to increase its fleet at a cost previously thought unacceptable to the government and making the British Foreign Office extend feelers to the other great powers for alliances, ending the very isolation the Naval Expansion plans were supposed to exploit on the World Scale.

STATE SECULARISM IN FRANCE (#2): The French law on the Separation of the State and Church (1905) enacted by the leftist Combes' administration established state secularism in France and ensured Neutrality of the State, Freedom of Religious Exercise and removed public powers related to the church, breaking the power of the Catholic Church over much of France's Society.

SECOND INTERNATIONAL (#3): An organization of Socialist and Labour parties dedicated to the worldwide struggle of the Worker Class. Based in Brussels, some of their achievements and lasting legacies are the International Worker's Day (celebrated on May the 1st) and International Woman's Day (celebrated on March the 8th). Expecting to prevent war between nations by international Worker strikes, the *Second International* dissolved in 1916 when **Patriotism / Nationalism (#85)** and Militarism proved the stronger forces.

FRANZ FERDINAND (#4): The heir presumptive to the Austro-Hungarian throne after his cousin Rudolf's suicide and a leading member of the Austrian Peace party. While opposed to Hungarian nationalism, he advocated greater autonomy for the Slavic peoples in the south of Austria-Hungary and warned for a conflict in the Balkans, fearing its potential to pit the House of Habsburg against the Russian Empire to the determent of both Empires. His assassination by **Gavrilo Princip (#83)** precipitated Austria-Hungary's declaration of war against Serbia and sparked the Great War.

DREYFUS AFFAIR (#5): This political scandal divided the Third French Republic during the last decade of the 19th century and the first decade of the 20th century into the anticlerical, pro-Republic "Dreyfusards" and the pro-Army, Catholic, anti-Semitic and conservative "Anti-Dreyfusards". A French, Jewish army officer, Alfred Dreyfus was accused and convicted of treason and sentenced to life imprisonment for sharing French military secrets to Germany. Evidence for his innocence and the guilt of **Ferdinand Esterházy (#37)** was first suppressed by high-ranking members of the military but eventually caused a trial of that French Major, unanimously acquitting him through the use of falsified documents while causing the French Army to lay additional charges against Dreyfus. Subsequent activism by a part of the French **Intelligentsia (Stability #5)** such as Emile Zola in his open letter "J'accuse" led the French government to reopen the case and return Dreyfus from imprisonment on Devil's Island to France for a retrial, which resulted in another conviction, although Dreyfus was subsequently pardoned and **Rehabilitated (#41)**.

FRANCE SCORING (#6): Isolated in Europe after the fall of the Second Empire, the Third French Republic recovered its international position following the dismissal of von Bismarck as Chancellor of Prussia. Although the Fashoda Affair shows some French rivalry with the UK for African colonies, eventually France will be at the heart of the Entente, the military block further composed of UK and Russia.

AUSTRIA-HUNGARY SCORING (#7): At the turn of the Century, the Dual Monarchy of Austria and Hungary was hopelessly divided. Governed by two different governments and maintaining two separate parliaments, only certain responsibilities such as finance, military and foreign policy were jointly exercised. Relations between the two parts of the dual monarchy worsened every ten years at the renegotiation of the Austro-Hungarian Compromise settling external tariff arrangements and financial contributions to the common treasury. Furthermore, language issues related to education, the ongoing process of **Magyarization (#12)** and the language used to command Hungarian military units led to the advent to power of Hungarian nationalists in 1906.

RUSSIA SCORING (#8): Following the death of Alexander III, Russia was ruled by Nicolas II, whose sole ambition was to preserve intact the absolute monarchy he had inherited from his father. Unsuited for rulership and uneducated in statecraft, Nicolas failed to rise to the domestic and foreign challenges facing Russia and which would eventually lead to the 1917 revolutions.

RUSSO-JAPANESE WAR (#9): Fought between the Russian and Japanese empires between 1904 and 1905 for domination of Manchuria and Liaodong, this war resulted in a defeat for Russia, transforming the balance of power in East Asia. As Tsar Nicolas II had backed the adventure, it was a great loss of prestige for the Imperial Romanov house, the Russian military and its government, fanning the sparks of dissent into the **Revolution of 1905 (#78)**.

ENTENTE CORDIALE (#10): France, feeling threatened by German military might, full of desire for avenging 1870 and repairing the loss of Alsace-Lorraine and Britain, feeling threatened by German naval might, combine forces into a Franco-British alliance, burying the memories of a thousand years of infighting.

FOREIGN INVESTMENTS (#11): By the end of the 19th Century, Central and Eastern European nations made it easier for foreigners – mostly from France, Germany and Britain - to invest in Industrial ventures, public works, and infrastructure programs by removing existing barriers and offering incentives to investments.

MAGYARIZATION (#12): Despite the Hungarian Nationalities Law of 1868 guaranteeing all citizens of Hungary that there would be no differentiation between them as they constituted a "single … indivisible Hungarian" nation, by the beginning of the 20th Century the entire state apparatus, business, and social life was Hungarian in language. Urbanization and industrialization, especially in central Hungary, led to this Magyarization, the process by which non-Hungarians adopted the Hungarian culture and language, coerced by Nationalism manifesting as linguistic and cultural assimilation.

Prelude to the Great War

Traditionalism (#13): Universal voting rights attained through urban liberal and social progressive movements ironically allow traditionalist rural populations to use their votes to sustain Bourgeoisie *Status Quo (#31)* and allowing *Traditionalists to Gain Power (#54)*.

Radical Party Founded (#14): Still existing today, the Radical Party is the oldest active political party in France. Originally founded in 1901 on the left-wing of the political spectrum, the Radicals shifted towards the political center after the Worker's International (SFIO) was founded in 1905. In the earlier years, associated in a "Left-Wing Block" coalition, they supported Emile Combes in his anti-clericalism, culminating in *State Secularism in France (#2)*. Radical Party member *Georges Clemenceau (#76)* led the cabinet introducing the income tax and workers' pensions, and would eventually lead the cabinet that won the Great War and represent France during the subsequent Peace Talks.

Lord Fisher (#15): The main innovator of the British Royal Navy during the first decades of the 20th century, Lord Fisher in his role as First Sea Lord ordered the construction of the HMS Dreadnought, kicking off the Naval Arms race with Germany. Retired from the Admiralty in 1911, he would return as First Sea Lord in November 1914.

Stymied (#16): When splinter parties tear away from their mother parties out of reasons of principle, elections will more and more turn out ungovernable results, obstructing the political process.

Eight Nation Alliance (#17) While increasingly divided in Europe over various European and African matters, the major world powers succeeded in cooperating long enough to quell the Boxed Rebellion in Qing China once the international legations in Beijing were endangered. The eight nations involved were Japan, Russia, Britain, France, US, Germany, Italy and Austria-Hungary.

Bernhard von Bülow (#18): Chancellor of the German Empire and Prime minister of Prussia from 1900 to 1909. Defended German foreign policy and fought what he called the "encirclement" of Germany. Resigned after failing to obtain finance for ship construction and retired to his villa in Rome. Replaced as chancellor by Theobald *Von Bethmann-Hollweg (#74)*, whose attempts to come to an agreement with Britain were hamstrung by Admiral Von Tirpitz's opposition. Remained chancellor until 1917, although by then in power greatly eclipsed by the military duumvirate of Hindenburg-Ludendorff.

Union of Liberation (#19): The first major liberal political group in Russia. Founded in St. Petersburg in 1904 to transform Russia into a constitutional monarchy, its initial predominantly noble membership was soon eclipsed by middle-class members. While the Union never achieved its three-point strategy, its example was soon followed by other liberal political groups demanding a constitution, their demands paving the way to the constitution of 1906.

Bonapartism/Monarchism (#20): The twin dreads of the Third Republic. The increasingly weak Republic forever feared a military coup from popular generals such as the Revanchist Boulanger or a return of the Monarchy, in the form of the Orléanist pretender Philippe, Duke of Orléans.

Optional Rule:

Restoring the French Monarchy

If due to the Support Check caused by the event text of the above Bonapartism/Monarchism Strategy card the Paris space became Authoritarian-controlled, for the rest of the game treat Paris as a Monarch space (instead of a Government space, not in addition to that type). Place the Monarchy Restored marker to cover the government icon on the Paris space. When you use this rule, the Absolutist Rule Stability card does not count Paris unless it is a Monarch space.

Prussian Spirit (#21): The largest and most powerful of the many principalities and kingdoms forming the German Empire founded in 1870, Prussia dominated the German state, with its Prime Minister also serving as Chancellor of the Empire.

Socialist Movements (#22): With the ideas of Marx and Engels taking root, all over Europe and in the United States socialist movements pop up such as the Bakunist anarchists, Proudhonist syndicalists, the English Fabian Society and the Reformists in Germany, eventually resulting in attempts to globalize their influence in such projects as the First and Second International. Pictured is Karl Liebknecht, one of the leaders of the failed 1919 Spartacist Uprising in Germany.

Third Department/Okhrana (#23): The secret police of Tsarist Russia and the precursor of the NKVD, KGB and FSB. After the assassination of Tsar Alexander II in 1881, one of their main objectives was preventing another such calamity by relentlessly pursuing anarchists such as Pjotr Kropotkin, Vera Figner, German Lopatin, and others.

Tsarist Repression (#24): An Autocratic ruler convinced of his divine duty to reign over his people, Nicolas II did not shy away from exiling large numbers of his subjects to far-away outposts of his immense realm.

Europe in Turmoil

Legacy of Bismarck (#25): After securing the creation of a German Empire following the 1870 Franco-Prussian War, Chancellor von Bismarck created a system of alliances to prevent future war in an attempt to isolate France and prevent revanchism towards the lost provinces of *Alsace-Lorraine (#77)*. The first of these alliances was the *Dual Alliance (#27)*, a defensive alliance between German and Austria-Hungary, originally negotiated as security against Russian aggression. To prevent Balkan entanglements to cause a war in Central Europe, Bismarck negotiates Russia joining the two Empires, forming the Dreikaiserbund (Three Emperor League). In 1882, after failing to secure a Tunisian colony, Italy joined the Dual Alliance, leading to the formation of the *Triple Alliance (#68)*. When in 1887 the League collapsed due to competing interests in the Balkans between Austria and Russia, von Bismarck negotiated a Reinsurance treaty to preserve German-Russian relations. After the German government under Wilhelm II allowed the renewal of this treaty to lapse, Russia had no other choice but to seek for rapprochement with France, resulting in the *Franco-Russian Alliance (#26)*. When in 1914 war breaks out, *Perfidious Italy (#94)* will refuse to join the Central Powers and eventually side with the Entente.

Franco-Russian Alliance (#26): See card #25.

Dual Alliance (#27): See card #25.

Scramble for Africa (#28): During the period of New Imperialism (1881-1914), the European powers divided amongst themselves those parts of Africa yet uncolonized, by the start of the Great War leaving only Abyssinia, the dervish State and Liberia independent.

Two-power Standard (#29): After 1815 until the last decades of the 19th Century, no Great Power truly challenged British Naval dominance over the globe's oceans. Once old rival France and newcomers Imperial Germany and Japan started increasing their Naval strength, the UK reacted by formally adopting the "two-power standard". The Naval Defense Act of 1889 initiated a large new ship-building program to create a Royal Navy equally strong as the world's next two largest navies combined.

Military Tradition (#30): While political office or private employment trumped military service for the elites of the Western democracies of England and France, the military traditions of the Prussian, Austrian and Russian elites still held true at the beginning of the 20th Century

Status Quo (#31): See card #13.

Copenhagenization (#32): Apprehensive of the developing German Navy and its growing capabilities to challenge the Royal Navy superiority, Admiral Fisher proposed several times to destroy the Kiel fleet in a surprise attack. Named after the preemptive attack launched by Admiral Gambier against the Danish Navy in 1807.

Modernism (#33): Artists began experimental art in opposition to Kaiser Wilhelm's support for traditional, *Government-sponsored Art (#34)*, prompting Wilhelm to respond that "art which transgresses the laws and limits laid down by me can no longer be called art".

Government-sponsored Art (#34): See card #13.

Absolutism (#35): At the turn of the century, three of Europe's greatest Powers still lived under Absolutist rule: Germany, the dual Monarchy of Austria-Hungary and Tsarist Russia. *Central Authority (#73)*, concentrated on the Monarch in these nations and on Paris in the French Third Republic ensured government control even over outlying territories.

March of History (#36): While Marx himself claimed his theories on Historical Materialism were not tools to predict the future but rather concrete studies of contemporary Europe, many of his followers still saw it as a prophecy for the eventual victory of Communism over Capitalism and acted accordingly.

Ferdinand Esterházy (#37): See card #5.

Kulturkampf (#38): As upcoming Liberalism clashed with the reactionary Catholic Church over the place of religion in modern politics, secularization campaigns, and politicizing of religion leads to the foundation of conservative Christian-democratic parties eventually dominating European politics for large stretches of the 20th Century.

Spiritism and Mysticism (#39): As a defense mechanism against the growing rationalization of European society, spiritualists, and mystics were welcome guests in the great salons of the High society. Following the atrocities of the Great War, the European obsession with mysticism would fade away. Pictured is Grigori Rasputin, who wielded much power at the Russian Court thanks to his influence with the Tsarina and the Tsarevitch.

Indecisiveness (#40): Under absolutist rule, the decision on war and peace appears to lie with just one person – the monarch – whose indecisiveness might alter the course of history. In reality, the scheduling nightmare and bureaucracy of rail-based mobilization could forestall a monarch's decision, as illustrated by the successful protests of German Chief of General Staff von Moltke against the Kaiser's request to limit the August 1914 attack to Russia based on British offers guaranteeing French neutrality.

Rehabilitated (#41): See card #5.

The Kaiser Intervenes (#42): Kaiser Wilhelm II was one of the most powerful men in the Europe of his age, having a free hand to rule in a Germany populated with loyal generals and subservient politicians. However, boastful and weak, the Kaiser's interventions in foreign policy tended to damage Germany's international position, as seen in the tactless "Daily Telegraph" affair and the never-as-welcome-as-assumed letters from "Cousin Willie" to "Cousin Nicky" (Wilhelm's nickname for his cousin and fellow monarch, Tsar Nicolas II).

Balkans Scoring (#43): Having emerged from the Ottoman rule one way or another during the previous century, the patchwork countries of the Balkans all jockeyed for position in the region, especially centrally where Serbia hoped to become the *Heartland of Yugoslavia (#96)*. In the late 17th century the visionary concept of a state for all south (or Yugo-) Slavs was mentioned first, with unification in a single, strong state permitting regaining lost freedoms and offering protection them from nearby empires. Eventually, once certain Slav states in the Balkan became independent of the Ottoman Empire, this dream came closer to reality, with only the Austro-Hungarian Empire blocking a large Yugoslav state formed around the Kingdom of Serbia. After the Great War, a Yugoslav kingdom would be created, after World War II turning into a (federalized) republic and eventually falling apart in a brutal war during the 1990s.

Prelude to the Great War

Second Hague Conference (#44): Both in 1899 (when proposed by Nicolas II) and in 1907 (called for by Theodore Roosevelt, then US president), international peace conferences where held at The Hague. While many conventions were discussed and signed at the conferences, many delegations participated in a cynical way attempting to limit other nations from reaching parity in certain fields and eventually many of the rules laid down at the Conventions were violated during the Great War. A third one was scheduled for 1914 but never occurred, although the Hague Conferences were an inspiration that led to the Geneva Protocol of 1925.

Belgian Rule in Congo (#45): King Leopold II of the Belgians had at the Berlin Conference gained control over a large portion of the then-unclaimed Congo River basin to organize as the Congo Free State. After reports of the ruthless exploitation of the indigenous population, the Belgian parliament voted in 1908 to annex the Congo as a Belgian colony, with a majority of the socialists and radicals opposing this act of colonialism.

Liberals gain Power in UK (#46): The 1906 UK general election led to a **Landslide Electoral Victory (#67)** for the Liberals led by Campbell-Bannerman following a split in the Conservative party over free trade. While the C-B ministry would be dissolved in 1908, its successor led by Asquith would be in power until the early stages of the Great War.

The Young Turk Revolution (#47): restored the Ottoman constitution of 1876, ending the constitutional monarchy established by sultan Abdul Hamid II and ushering in multi-party politics. Amongst the parties established were the **Freedom and Accord Party (#92)** and the "Committee of Union and Progress". Amongst the members of the latter was one **Enver Pasha (#48)**, who would become one of the Ottoman Empire's main military leaders and one of the instigators of the **Raid on the Sublime Porte (#93)**, the 1913 Ottoman coup d'état.

Enver Pasha (#48): See card #(47).

Austria Annexes Bosnia (#49): In September 1908, the foreign ministers of Russia and Austria-Hungary met in Buchlau to discuss reciprocal changes to the 1878 Treaty of Berlin, mainly regarding the opening of the Straits of Constantinople to Russian warships and the annexation of Bosnia-Herzegovina by the Austrian Empire. The Austro-Hungarian foreign minister Aehrenthal left the meeting convinced that Russia would not protest such an annexation. The annexation, timed to coincide with the Bulgarian **Declaration of Independence (#59)** was however met with a pan-European outrage at the Treaty's violation. Compensations were demanded, equally by Russia who were left empty-handed after UK opposition to amend the Treaty with regards to the Straits. Although Russia and Serbia eventually backed down, they were determined not to let Austria-Hungary get away with another diplomatic victory like this, hardening their stance during the July 1914 crisis while modernizing their armies.
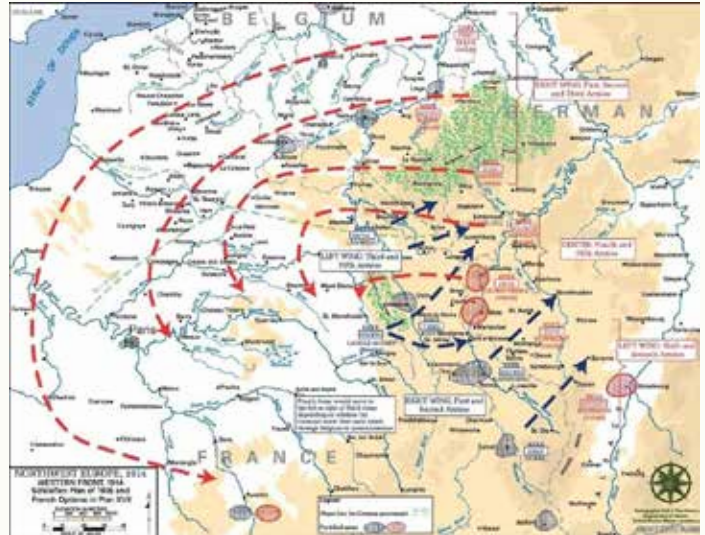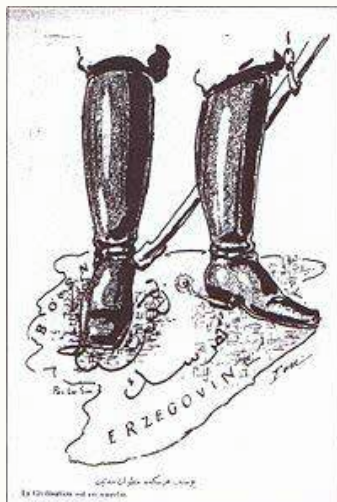
Schlieffen Plan Adopted (#50): with the Franco-Russian Alliance and the Entente Cordiale in effect, the German civil and military leadership reluctantly realized any future European war would entail a two-front war. The Schlieffen plan was designed to overcome stalemate on both fronts by performing a major effort to knock France out of any such war early.

Norwegian Independence (#51): Following a plebiscite, in 1905 the Norwegian Parliament dissolved the Union between Sweden and Norway, establishing Norwegian Independence.

Conrad von Hotzendorf (#52): Chief of the General Staff of the Austro-Hungarian Army during the early years of the 20th Century. Argued for preventive war against Serbia to halt Slav independence movements within the Empire he served. Being originally sponsored and later after the death of his successor recalled to the position by heir to the throne Franz Ferdinand, he was the first proponent of war against Serbia after the Archduke's assassination.

Germany Scoring (#53) Germany at the turn of the century is the youngest of the Great Powers and the most bellicose one since the dismissal of Chancellor Bismarck by Wilhelm II. Its chance at a more liberal course gone with the early death of the second German Hohenzollern Emperor, Frederick, Wilhelm refused to behave as a constitutional figurehead. German foreign and internal policy was muddled, with the Army, Navy, and the Government often at loggerheads and the new chancellors having difficulty performing their multiple roles, especially that of Prime Minister of Prussia also assigned to them in the German constitution.

Traditionalists Gain Power (#54): See card #13.

Viscount Grey (#55): An adherent of "New Liberalism" who served as foreign secretary of the UK from 1905 to 1916. One of the main sponsors of the Anglo-Russian entente of 1907. Famous for the following remark expressed on the eve of British entry into the First World War; "The lamps are going out all over Europe, we shall not see them lit again in our life-time."

Europe in Turmoil

Control of the Channel (#56): While the overall goal of the Naval Arms race was either challenging global British Naval dominance or retaining it, the first objective was securing control over the Channel. The widening of Germany's Kiel Canal was countered by the move of the Grand Fleet to Scapa Flow, enabling that fleet to control the entrances to the North Sea.

Naval Bill/Fleet Law (#57): The Tirpitz-era enlarging of the Imperial German Navy was accomplished through the supplementary laws of 1906 and 1908. The competing British naval construction program received massive public support, such as evidenced in the slogan "We want eight and we won't wait", referring to the amount of Dreadnoughts deemed necessary to counter German naval expansion.

US Interventionism (#58) and US Non-interventionism (#88): Although still a sleeping giant, the United States formed a major trump card for whichever European faction succeeded in seducing the great American power. Subsequent US administrations were either internationalist or isolationist in nature, casting their shadows on European calculations.

Declaration of Independence (#59): See card #49.

Legacy of 1848 (#60): In 1848, a series of political upheavals shook Europe, aiming at removing feudal structures and creating nation-states. Spreading from Sicily over France to Germany and others, eventually over fifty countries were affected by uncoordinated revolutions, serving as inspiration for later-generation would-be revolutionaries.

Russian Collapse (#61): After the Revolution eventually came to Russia and the Tsarist state toppled in February 1917, the Kerensky government was weakened from within and without and was eventually replaced by the Bolsheviks, collapsing both the front (leading to the treaty of Brest-Litovsk) and internal stability through Civil War between Whites and Reds. This card explores the possibility that a similar collapse might have occurred even in peacetime had the Tsarist absolutist state been replaced by a moderate democratic government.

Jozef Pilsudski (#62): Leader of the Polish Socialist Party and driver of the Polish independence movement, he formed the Polish Legions and fought on the Austrian side against Russia during World War I. After the Great War and Polish Independence, he would be Poland's Chief of State and commander of her armies in six border wars, including the 1920 Polish-Soviet War.

October Manifesto (#63): Document promising basic civil rights and the creation of the Duma, an elected parliament. Reluctantly issued by Nicolas II in response to the Russian Revolution of 1905 to serve as a precursor to the Empire's first constitution.

Diagonal Politics (#64): Bethmann-Hollweg's policy of the diagonal endeavoured to maneuver between the Socialist and Liberal left and the Nationalist right but only succeeded in alienating the entire German political establishment.

Second Duma Disbanded (#65): After the dissolution of the First Duma and the arrest of many members of the quite moderate Kadet party for their liberalism, the Second Duma election returned even more radical representatives of the Socialist parties who had decided to no longer boycott the elections. Eventually, after demands that the Duma exclude some of its members and even strip some of their immunity were refused, the Second Duma was dissolved per imperial decree. The growing pains of Russia adapting to constitutional monarchy were clear.

Henry Wilson (#66): Francophile general who started informal general staff talks between French and UK armed forces without prior approval of his government, leading to raised expectations in French political and military circles of UK military intervention in the case of German aggression.

Landslide Electoral Victory (#67): See card #48.

Triple Alliance (#68): See card #25.

Prince Heinrich (#69): The younger brother of the Kaiser. Career naval officer, eventually rising to command of the Hochseeflotte between 1906 and 1909, the rank of Grand Admiral and a successful wartime command of the Baltic fleet.

Winston Churchill (#70): An MP who had seen action in India and both Anglo-Sudan and Second Boer wars, he became First Lord of the Admiralty in 1911 until his resignation after the Gallipoli fiasco. Emphasized modernization and presided over the replacement of coal-powered ships by oil-powered. When during his stint as home secretary the general public clamoured for increased spending on Dreadnoughts as a result of the Naval Arms race with Germany, he noted "The Admiralty's analysis said six; The Treasury said four; We settled on eight."

Local Uprising (#71): Despite propaganda meant for the homefront casting colonization as a humanitarian mission, the "white man's burden" was rather a burden on the native population. When given a chance, disgruntled locals would rise up to fight the European oppressors. Oppressed populations such as the Polish, Finnish and Slavic living in respectively Russia and Austria-Hungary were no less dissatisfied with their lot.

Military Parade (#72): The army being central to the state has to be displayed regularly to inspire the populace and deter dissidents.

Central Authority (#73): See card #35.

Von Bethmann-Hollweg (#74): See card #18.

Jean Jaures (#75): Dreyfusard and leading figure of the Political Left in France, Jaurès was an anti-militarist who favoured diplomatic means to diffuse the tensions between France and German over the lost provinces of Alsace-Lorraine. Assassinated by the Nationalist *Raoul Villain (#81)* during the July Crisis while attempting to organize international peace talks and general strikes to prevent mobilization.

Clemenceau (#76): See card #101.

Alsace-Lorraine (#77): See card #25.

Revolution of 1905 (#78): See card #9.

Victor Chernov (#79): Radicalized as a student in Saratov, Chernov was involved in revolutionary activity by the end of the 1880s. He co-founded the Socialist-Revolutionary Party while exiled in Zurich and, after returning to Russia following the 1905 Revolution, was elected to the Second Duma. Served as Minister of Agriculture in the Kerensky Government.

Prelude to the Great War

Tangier Crisis (#80): Kaiser Wilhelm II visited Tangier in Morocco in 1905, declaring his support for the sovereignty of the Sultan, a challenge to French influence, leading to the Sultan rejecting French encroachments. At the following Algeciras Conference called to defuse Franco-German tensions, France was supported by a majority of participating nations, forcing Germany to accept a face-saving compromise ensuring French control over Moroccan political affairs. Rather than harming France, it proved the strength of the Entente Cordiale and paved the way for the Anglo-Russian Entente. In 1911, following the deployment of French troops to the Moroccan interior to quell a rebellion against the Sultan, Germany sent the gunboat *Panther* to Agadir in the hopes of gaining compensation, sparking the ***Agadir Crisis (#82)***. While France and Germany swiftly compromised on territorial concessions for Germany in the Congo, the threat of Agadir being turned into a German Naval base drove the UK further into the arms of the Entente Cordiale, harming German future prospects and led to the ***Franco-British Naval Cooperation (#99)***. Enhanced naval cooperation between the Entente allies enabled for a concentration of Royal Navy forces in the North Sea (also guarding French Atlantic ports) while grouping the Brest and Toulon Fleets in the French Toulon base protecting Allied interests in the Mediterranean.

Raoul Villain (#81): See card #75.

Agadir Crisis (#82): See card #80.

Gavrilo Princip (#83): See card #4.

Balkan Federation (#84): As a response to the Ottoman Collapse in the Balkans in the early Twentieth Century and as an alternative to nation-states, the concept of a Balkan Federation was broached by the Balkan left, unifying the Balkan Peninsula into a federal republic based on socialism and economic equality. Pictured is Christian Rakoversusky, the 1915 leader of the Revolutionary Balkan Social Democratic Labour Federation.

Patriotism / Nationalism (#85): See card #3.

Parliament Act of 1911 (#86): Following two subsequent House of Lords vetoes to their budget proposals, the House of Commons with the backing of the Monarch threatening the creation of sufficient Liberal peers to create a Liberal majority, succeeded in limiting the veto rights from the Lords, forever breaking the power of the House of Lords.

War in the Balkans (#87): After Bosnia was annexed by Austria-Hungary, the Balkan states looked for expansion to the South. In 1912 the Balkan League, composed of the former Ottoman territories of Bulgaria, Greece, Montenegro and Serbia, attacked the Ottoman Empire and conquered most of the remaining Ottoman possessions in Europe. Unhappy with the division of the spoils, Bulgaria waged war on its former allies in what could be called a ***Balkan Civil War (#90)***, in which it eventually was defeated once Rumania and the Ottoman Empire joined the fighting, costing Bulgaria most of its gains from the first Balkan War.

US Non-interventionism (#88): See card #58.

Stolypin Land Reforms (#89): In an attempt to reduce social unrest amongst the Russian peasantry, an agrarian reform was introduced by Prime Minister Stolypin focusing on individual landownership and entrepreneurship over the existing "commons" approach to agriculture.

Balkan Civil War (#90): See card #87.

Funeral of Edward VII (#91): "*So gorgeous was the spectacle on the May morning of 1910 when nine kings rode in the funeral of Edward VII of England that the crowd, waiting in hushed and black-clad awe, could not keep back gasps of admiration. In scarlet and blue and green and purple, three by three the sovereigns rode through the palace gates, with plumed helmets, crimson sashes, and jeweled orders flashing in the sun. After them came five heirs apparent, forty more imperial or royal highnesses, seven queens–four dowager and three regnant–and a scattering of special ambassadors from uncrowned countries. Together they represented seventy nations in the greatest assemblage of royalty and rank ever gathered in one place and, of its kind, the last. The muffled tongue of Big Ben tolled nine by the clock as the cortege left the palace, but on history's clock it was sunset, and the sun of the old world was setting in a dying blaze of splendor never to be seen again.*" – Barbara Tuchman, *Guns of August*

Freedom and Accord Party (#92): See card #47.

Raid on the Sublime Porte (#93): See card #47.

Perfidious Italy (#94): See card #25.

Splendid Isolation (#95): Throughout the nineteenth century (and arguably before), it has been the foreign policy of the United Kingdom to maintain the mainland Europe "Balance of Power" whilst protecting its overseas dominions. To do so, the UK was reluctant to enter alliances with other Great Powers. It was a Canadian politician, George E. Foster, who coined the term in his saying "the great Mother Empire stands splendidly isolated in Europe." The policy was abandoned at the turn of the century when Europe turned into two power blocs, forcing Britain to either join one of the alliances or to stand alone. Closer collaboration with the US and Japan was followed by deeper involvement in Europe, resulting in the Entente Cordiale. This was by no means unanimous: calls for a return to isolation were legio, with many reluctant to promise military aid while the small professional British army was already committed throughout the empire. This card explores the ahistorical possibility that UK either never joined the Entente or decided to return to the sidelines.

Heartland of Yugoslavia (#96): See card #43.

Exiles Escape / Return (#97): Rather than the lifelong sentences of exile or Siberian forced labour handed down by his predecessors, victims of Tsarist repression under Nicolas II often were free to return to their former lives after serving their sentence, usually with ideology intact and doubly resolved to end his autocratic rule over Russia.

Reinhold von Sydow (#98): Chancellor of the German Reich Treasury who (amongst others) enabled the German Naval Expansion by providing the necessary budget.

Franco-British Naval Cooperation (#99): See card #80.

Arms Traders / Industry (#100): With great Powers and smaller nations alike re-arming and modernizing their armies, the early 20th century was a golden age for arms sellers and war profiteers. Pictured is Basil Zaharoff, merely the most famous of this era's arms sellers, famous for his cameo appearance in *Tintin* as *Basil Bazarov*.

Europe in Turmoil

Aristide Briand (#101): French Socialist and eleven-time Prime Minister of France who served as Minister of Justice under *Clemenceau (#76)* before succeeding him as Prime Minister in 1909. Principle author of the law of *Separation of Church and State (#2)*, under his administration pension, compulsory sickness and old-age insurance bills were introduced for rural and urban workers.

German Army Expansion (#102): French General Staff planners, used to only count regular divisions as front-line troops in their own plans, were almost fatally surprised by the German use of reserve divisions in line alongside regular divisions, a German exigency to generate the critical mass needed for the Schlieffen plan and the outflanking of the French Army deployed near Lorraine.

Black Hand (#103): a Serbian secret society also known as "Unification or Death", aiming at uniting all territories with predominately Slavic population into the Kingdom of Serbia (or "Yugoslavia"). Led by "Apis", captain Dragutin Dimitrijevic, the members of the society were responsible for the assassination in 1903 of the Serbian royal couple and were connected to those members of the "Young Bosnia" movement who assassinated Archduke Franz Ferdinand.

Attempted Neutrality (#104): While the Great Powers of Europe were forming "alliance blocs" during the first decades of the 20th century, the smaller powers either sought protection under the wings of their larger neighbours or frantically attempted to defend their neutrality. Countries such as the Netherlands and Spain succeeded in holding on to neutrality, while others such as Portugal would eventually participate in the war on the side of ancient allies. Yet others such as Luxembourg and Belgium would soon find out that it takes only one side to start a war. This card has a Liberal-aligned event and should have been printed with a star & blue background rather than a crown and blue background.

Rosa Luxemburg (#105): Polish socialist, revolutionary and anti-war activist. Moved to Germany where she taught Marxism and became the socialist representative to the 1912 European Socialist congress where she argued with *Jean Jaures (#75)* for internationally-coordinated strikes to sabotage war mobilizations. Co-founded the anti-war Spartakusbund during the World War. One of the leaders of the failed 1919 Spartacist uprising. Captured and executed by the paramilitary Freikorps.

Preventive War (#106): During the early 20th Century, the great Nations of Europe were several times poised to start wars, drawing back from it often just at the brink. This card simulates what would have happened if such a smaller-scale war would have broken out without the alliance system turning it into a World War, relieving some tensions while not turning into an apocalyptic Gotterdämmerung. Examples of such smaller wars might have been a short Franco-German war with regards to Morocco, a Russo-German war as a result of Britain holding back French support for Russia or an Austro-Serbian war ending Slavish efforts to undermine Austrian rule in Croatia and Bosnia.

Mitteleuropa (#107): A policy rivalling with colonial expansion requiring naval expansion, the Mitteleuropa concept focused on economic exploitation of Central Europe by Germany, combined with dominating local politics, annexation of economically interesting regions, settlement by Germans, and expulsion of non-Germans. This focus on European influence at the cost of a colonial Empire was already Bismarck's objective, as evidenced by his saying: [M]y map of Africa lies in Europa. Adopted during the War, the influence of this policy can be seen in the German war aims and the terms of the Treaty of Brest-Litovsk.

Weltpolitik (#108): Breaking with the Realpolitik as employed by von Bismarck, Weltpolitik is the name for the foreign policy adopted during the reign of Wilhelm II, aiming at transforming Germany from a Continental power to a Global power through aggressive diplomacy, acquisition of colonies and the naval expansion necessary for both.

Leopold von Berchtold (#109): Foreign minister of Austria-Hungary following the death of Aehrenthal, von Berchtold failed to prevent the expansion of Russian influence in the Balkan during the Balkan Wars. Determined to show more strength in a further crisis, von Berchtold was one of the hardliners during the July Crisis, forcing the outbreak of war with Serbia when he crafted an ultimatum so harsh that for Serbia to accept it would be sacrificing her independence.

Istvan Tisza (#110): Hungarian politician who was in his second term as Prime Minister at the start of the Great War. Throughout his career he opposed land and suffrage reforms, while supporting Hungarian partnership with Austria. Warned against a war with Serbia both from a military point of view and because he feared, in case of victory, that the addition of more Slavic people in the Empire would upset her ethnic balance.

Mobilization Cards: The deck of mobilization cards, used in the optional Mobilization rule for resolving the Outbreak of the Great War, represents the possible mobilization orders that could have been given in "a" First World War, depending on the exact alliance constellations and general staff / head of government decisions. Obviously some of these are more esoteric than others, but I invite all people to experiment with some of the more ahistorical options.

Prelude to the Great War

13.0 Example of Play

Below is an example of the opening two turns of a game of Europe in Turmoil played by Kris (the Authoritarian player) and Tâm (the Liberal player).

Opening Hand

After the initial setup (see 3.2 and 3.3), both players draw their opening hand of eight Victorian Era cards.

Kris, the Authoritarian player, draws the following cards:
- **#07 Austria-Hungary Scoring**
- **#02 Second International**
- **#14 Radical Party Founded**
- **#15 Lord Fisher**
- **#23 Third Department/Okhrana**
- **#25 Legacy of Bismarck**
- **#31 Status Quo**
- **#38 Kulturkampf**

*Kris has several strong Liberal events. If the Liberal player does not "open" the Naval Arms Race (remember that the German Navy marker cannot move from its starting position prior to the British Navy marker doing so), it will probably be best to play **Lord Fisher** and following it up by a Naval Arms Race attempt discarding either **Radical Party Founded** or the **Second International**. Due to the **A-H Scoring** card, an effort should be put into controlling the Scoring Region by taking control over Vienna, Budapest and at least one non-battleground space.*

Tâm, the Liberal player, draws the following cards:
- **#06 France Scoring**
- **#16 Stymied**
- **#09 Russo-Japanese War**
- **#33 Modernism**
- **#01 Admiral von Tirpitz**
- **#04 Franz Ferdinand**
- **#24 Tsarist Repression**
- **#28 Scramble for Africa**

*Tâm also has some choices to make. Presumably **Admiral Von Tirpitz** will end up as a Naval Arms Race card, but then the Liberal attention will still have to be split between France, Russia and Austria-Hungary.*

Discretionary Player SP Placement (see 3.3)

- Kris places 1 SP in Vienna (0,1) and 1 SP in Budapest (0,1), locking up the two Austria-Hungarian battlegrounds for the time being (during setup, support can only be placed in spaces not already containing opponent's support).
- Tâm counters by placing 1 SP in Poland (1,0) and 1 SP in Saint Petersburg (1,0).
- Kris places 1 SP in Moscow (0,1), 1 SP in Alsace-Lorraine (0,1), and 1 SP in Russian Orthodox Church (0,1).
- Tâm places 1 SP in Italy (1,0), 1 SP in Nice (1,0), and 1 SP in Kiel (1,0).
- Kris places 1 SP in Budapest (0,2*).
- Tâm places 1 SP in French Writers (3*,0).

A fairly standard setup by the Authoritarian player prevents the Liberal player to easily access A-H battlegrounds. In the following setup turns the players divide the remaining open battlegrounds in Russia and other important spaces such as Italy and German battlegrounds (Germany is not scored in the First Era, but it is unwise to completely ignore it).

Tâm puts support in Trieste in an attempt to reach Presence in the A-H scoring region.

Notation Used in Example of Play

Yellow Text is used for the name of Authoritarian cards.

Blue Text is used for the name of Liberal cards.

Green Text is used for Neutral / Scoring cards.

Rounds are shown as **Round #.#** where the left number is the turn and the right number is the round.

The amount of support in a space is shown as (#, #) where the left number is the amount of Liberal SP in the space and the right number is the amount of Authoritarian SP in the space.

If one player controls the space, the SP number appears followed by an asterisk (*).

TURN 1

Both players will alternate playing cards during the seven rounds until each has had seven opportunities to play a card.

Round 1.1

- Kris' play -   *-Tâm's play -*

Authoritarian: Kris plays **Third Department/Okhrana** for 3 OPs, placing 2 SP in Vienna (0,3*) and 1 SP on the Dual Monarchy (0,2*).

Liberal: Tâm plays **Stymied** for 4 OPs, placing 1 SP in Trieste (2,0), 1 SP in Paris (2*,0), and 2 SP on the Beau-Monde (3*,0) space.

Round 1.2

- Kris' play -   *-Tâm's play -*

Authoritarian: Rather than playing the **Austria-Hungary Scoring** card which could be soft-countered by the Stability card **Workers Unite**, Kris plays **Kulturkampf**, electing to have the event occur first.

Because of the triggered event, Tâm may make 2 **Support Checks** in Intellectual or Church spaces - and as she gains them through an event text rather than OPs, they can potentially be in the same space.

The only eligible spaces are the French Catholic Church and the Orthodox Church in Russia.

She elects to have the first check made in the Orthodox Church space, rolling a 3 modified by +3 (3 OPs of **Kulturkampf**) and subtracting 6 (twice the stability of the Church space) yielding 0 resulting in no change.

The second check she decides to make in the French Catholic Church space, rolling a 4 modified by +2 (for adjacent control of Paris and French Writers), +3 (3 OPs card), and subtracting 8 (4 OPs of French Catholic Church space) yielding 1 resulting in a loss of 1 Authoritarian SP. The French Catholic Church is now (0,3). Kris has lost control of the space.

Subsequently, Kris receives 3 OPs, of which he uses 1 SP to place support in the French Catholic Church (0,4*) space regaining control and nullifying Tâm's last Support Check, 1 SP to take control over the Viennese Secession (0,1*), and 1 SP in Algeria (0,2).

Liberal: Having a plan to counter what she thinks is the likely Authoritarian Stability card play, Tâm decides to play **France Scoring**.

Stability must be checked (see 9.0, steps 1 and 2) within the French Scoring Region. Both players select a single Stability card from their pool of ten available stability cards.
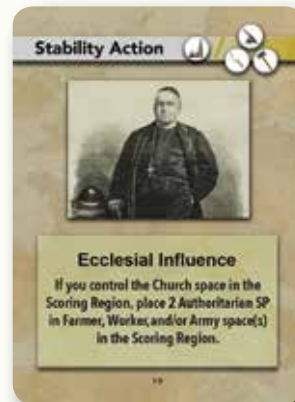
Stability Check
- Kris' play -   *- Tâm's play -*

Kris checks his cards and notices he could play **Most Favoured Nation** (which would allow him to take control of Algeria, which as an independent space adjacent to France would gain him a VP this scoring) or **Ecclesial Influence** (which he can use placing 2 support in Picardy to break Liberal control in the only Liberal non-battleground space and thus breaking Tâm's current Domination in the French Scoring Region). He chooses to play **Ecclesial Influence**, doubting his ability to control many Church spaces during the game and thus using it now while he can.

Tâm looks through her playable Stability cards. She could play **Workers Unite**, which could counter the effect of **Ecclesial Influence** in Picardy and would gain the Liberal control over Dijon. However, she would prefer to use this strong card in Austria or Germany later in the game. Similarly, she would like to save **Anarchist Attack** for play during the Russia, Austria or Germany scorings. She also declines to play **Left-Wing Governments** or **Silent**

Prelude to the Great War

Majority, another strong card but right now domination of France needs to be ensured over beneficial effects in other scoring regions. While **Most Favoured Nation** would be a valid play, she is not in a position to profit from it. **Intelligentsia** is not a good play as there is currently no 2-OPS card in the discard. Instead she opts to play **Farmer Collectives**, a card which should ensure Domination over France.

Both players reveal their selections. Tam smiles. This was exactly the play she expected Kris to make when she decided to play **French Scoring**.

Kris uses **Ecclesial Influence** to add 2 SP in Picardy (2,2). Tâm subsequently reveals and uses **Farmer Collectives** to place 1 SP in Nice (2,0) and 1 SP in Bordeaux (1,0). Both Stability Cards are set aside and are currently not available for use during a subsequent scoring.

Now players execute Scoring: Tâm dominates France while Kris is merely present, resulting in a net of 3 VP (in favour of the Liberal player). Additionally, Tâm controls 2 more battlegrounds (another 2 VP). No independent nations adjacent to France are controlled so no further VP gain or loss. The VP marked is moved to +5 (see 9.0, step 3 and 10.1).

A Crisis roll is to be made, modified by -6 (due to the Great War status track) and +0 (from the Tension track). A 5 is rolled, resulting in a total of -1 (which is not higher than 6). No Great War erupts (see 9.0, step 4 and 8.3).

Round 1.3

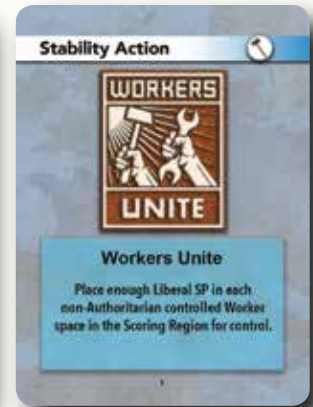*- Kris' play -*   *-Tâm's play -*

Authoritarian: With no possible Stability card play from the Liberal able to stop a profitable Austria scoring, Kris plays **Austria-Hungary Scoring.**

Kris chooses to play the **Absolutist Rule** stability card while Tâm has the choice between **Most Favoured Nation** (investing in Italy and Switzerland for future turns) or **Workers Unite** to pressure Vienna. She chooses the latter, gaining control over Bohemia (2*,0) and Moravia (2*,0) while Kris gains 2 VP for **Absolutist Rule**. The VP marker is moved down to +3.

Scoring results in -6 VP for Kris (-6 VP for Authoritarian control, an additional -2 VP for 2 more battlegrounds than

Stability Check
- Kris' play -   *-Tâm's play -*

Tâm, and +2 for Liberal presence), with no independent spaces controlled. VP goes to -3. Crisis roll is again ineffective.

*With A-H and France scored, only **Russia Scoring** is still in play until the reshuffle in turn 3.*

Liberal: Tâm plays **Franz Ferdinand** and elects to go first, placing 1 SP in Saint Petersburg (2,0) and 1 SP in Croatia (1,0). Then, Kris places 1 SP in Croatia (1,1), Transylvania (0,1) and Budapest 0,3*) thanks to the **Franz Ferdinand** event. As this is the first card with an asterisk next to its name being played for its event, it is the first card removed from play rather than being placed in the discard pile, it remains in front of the Authoritarian player reminding Kris of the special text while Budapest and Vienna are both Authoritarian controlled (see 2.2.5 and 2.2.6).

Round 1.4

- Kris' play -   *-Tâm's play -*
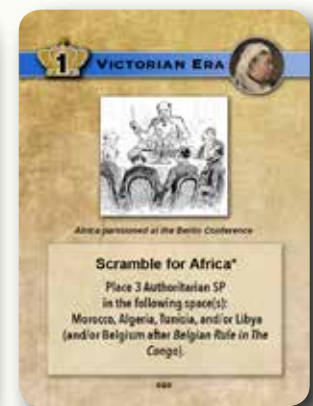
Authoritarian: Kris plays **Status Quo** for 2 SP in the Russian Orthodox Church space (0,3*).

Liberal: Tâm plays **Scramble for Africa** for 1 SP in Saint Petersburg (3*,0). Thanks to the event, Kris places 1 Authoritarian SP in Algeria (0,3*) and 2 SP in Tunisia (0,2*).

EUROPE IN TURMOIL

Round 1.5

- Kris' play -   *-Tâm's play -*

Authoritarian: With 3 Liberal cards remaining in his hand, Kris is beginning to sweat a little. He would like to keep his play of **Lord Fisher** followed by a Naval Arms Race attempt as his last two action rounds (to limit the options for Tâm to profit from the effects of **Lord Fischer**) and now has to decide between playing **Second International** or **Legacy of Bismark** for his last unplanned moved. He decides on playing **Legacy of Bismark**, using it to place 2 SP in Moscow (0,3*). This means he will "carry over" a Liberal card to the next turn (see 4.5.1).

Liberal: Tâm plays **Russo-Japanese War** for the OPs. Since she did not use the event, the card goes to discard. While it would be nice to play it for the event, forcing Kris to lose 2 SP from the Moscow and Nicolas II spaces, keeping the card in the deck is worth more in the long run. She uses the 3 OPs to place 3 SP in Constantinople (3*,0).

Round 1.6

- Kris' play -   *-Tâm's play -*

Authoritarian: Kris plays **Lord Fisher**, moving the British Navy marker to the "HMS Dreadnought" box on the Naval Arms Race track. Tâm uses the text of that box to place 1 support in Sweden (1,0) and 1 support in Italy (2,0). Kris uses the 3 OPs to place 3 SP in the Tsarist Army space (0,3*). The **Lord Fisher** card is placed in front of Tâm, the Liberal player, as a reminder of its permanent effect.

Liberal: Tâm uses **Admiral von Tirpitz** as a Naval Arms Race attempt, rolling a 3 modified by +1 (for **Lord Fisher**) and +4 (card OPs) for a total of 8, easily beating the 5 needed to move to the "Nassau-class" box. For now on until the German Navy reaches the "Nassau-class" box, all 3+ OPs cards from the Authoritarian are worth -1 OPs. The **Admiral von Tirpitz** card is put in the discard pile and not removed from play as it was used on the Naval Arms Race.

Round 1.7

- Kris' play -   *-Tâm's play -*

Authoritarian: With both cards in his hand effectively worth 2 OPs (due to the "Nassau class" box reducing **Radical Party Founded** to 2 OPs), Kris opts to play **Second International** on the Naval Arms race track (hoping to reach the "Nassau-Class" box in time to turn **Radical Party Founded** into a 3-OPs card again). He rolls a 4 modified by 2 (card OPs) for a total of 6, enough to reach the first box (neither receiving a reward nor ending a reward already gained by the Liberal player).

Liberal: For her final action, Tâm plays **Modernism**, placing 1 SP in French Writers (4*,0), 2 SP in Bosnia (2,0) and 1 SP in the Symbolism space (1*,0).

After verifying neither player's last remaining card was a Scoring card, play continues to Turn 2 (see 4.5.3 and 4.5.5).

Prelude to the Great War

Players alternate drawing cards with the Authoritarian player drawing first. Since **Radical Party Founded** remains from Turn 1, Kris will draw seven cards bringing his hand size to 8. The cards in his hand are:

- #05 Dreyfus Affair
- #17 Eight Nation Alliance
- #11 Foreign Investments
- #14 Radical Party Founded **(from turn 1)**
- #19 Union of Liberation
- #26 Franco-Russian Alliance
- #18 Bernhard von Bülow
- #30 Military Tradition

The Liberal player needs to replenish cards. Since **Tsarist Repression** remains from turn 1, Tâm will draw seven cards bringing her hand size back to 8. The cards in her hand are:

- #10 Entente Cordiale
- #22 Socialist Movements
- #20 Bonapartism/Monarchism
- #21 Prussian Spirit
- #24 Tsarist Repression **(from turn 1)**
- #27 Dual Alliance
- #29 Two-power Standard
- #35 Absolutism

Round 2.1

- Kris' play -   -Tâm's play -

Round 2.2

- Kris' play -   -Tâm's play -

Authoritarian: Without the **Russia Scoring** card in hand, Kris realizes that chances are pretty high that Tâm currently has it. As such, he feels it is imperative to consolidate Russian control. However, one thing is more important - the naval status. With the current -1 OPs on all 3+ OPs cards, fighting for Russia seems hopeless. Therefore Kris plays **Bernhard von Bulow** for its event (counting Nicolas II, Wilhelm II and Dual Monarchy as 3 Authoritarian-controlled Monarch spaces) to play **Admiral von Tirpitz** from the discard. **Tension increases to 1.** The crisis roll is a 5 but still modified down to 0 means the Great War does not occur yet.

Kris removes 2 support from the Wilhelm II (0,3) space to advance 2 boxes on the Naval Arms Race track, moving through the "Nassau-class" box (thereby ending its effect) and then gaining -2 VPs from reaching the "Bellerophon-class" box, moving the VP marker to -5.

Liberal: Tâm's hand is horrendous, featuring no fewer than 6 Authoritarian cards. With Russia strongly in the hands of the Authoritarian player, Tâm suspects Kris would have used Russia scoring if he had it in his hand. It is probably still in the deck, so she decides to "take a break" this turn and jettison some dangerous cards. She plays **Two Power Standard**, which will now give her 3 OPs but ensures her next three actions will be Naval Race attempts. With the 3 OPs she places 2 support in Poland (3*,0) and 1 in Italy (3*,0).

Because of Two Power Standard, Tâm will not be doing anything constructive during her next 3 actions. Time for Kris to profit from that.

Authoritarian: Kris plays **Union of Liberation** and, in addition, immediately plays **Eight Nation Alliance** (to prevent the effect of **Union of Liberation**). With the 3 OPs he places 3 support in the Kiel (1,3) space. Both cards are placed in the discard pile. Even though **Union of Liberation** has an asterisk after its name, the play of **Eight Nation Alliance** prevented it from being removed from play, as with all events whose play conditions were not met (see 5.2).

Liberal: For Tâm's first mandatory Naval Race Attempt she decides to discard **Tsarist Repression**. Tâm rolls a 1 modified by +1 (**Lord Fisher**) and +3 (card OPs) which is not enough to reach the next space on the Naval Arms Race track. The British Navy Counter is flipped to +1 side, providing a +1 modifier for the next Liberal Naval Race attempt(s).

Europe in Turmoil

Round 2.3

- Kris' play -   *-Tâm's play -*

Authoritarian: Kris uses **Radical Party Founded** for 3 OPs, placing 1 SP in Kiel (1,4*) and 2 SPs in Alsace-Lorraine (0,3*). Tâm places 1 SP in Picardy (3,2), 1 SP in Paris (3*,0), 1 SP in Fauvism (1*,0), and 1 SP in Bordeaux (1,0) thanks to the strategy card's event text.

Liberal Tâm's second mandatory Naval Race attempt sees her discarding **Prussian Spirit** and another 1 is rolled, which is enough thanks to the +1 on the British Navy marker. Tâm gains 1 VP (VP marker is moved to -4) after the British Navy marker is moved to the "Bellerophon-class" box and is flipped back to its front side.

Round 2.4

- Kris' play -   *-Tâm's play*

Authoritarian: Kris plays **Foreign Investments** for 2 OPs and decides to have the event occur first. Tâm decides to move 3 Liberal SP from Picardy (0,2*) moving 2 SP to Vienna (2,3) and 1 SP to the Orthodox church (1,3). Kris then uses the 2 OPs to place support in Vienna (2,5*).

Liberal: Finally Tâm's last mandatory Naval Race attempt sees **Bonapartism/Monarchism** discarded. Tâm rolls a five modified by +1 (**Lord Fisher**) and +3 (OPs) for a total of 9, more than enough to advance to the "Helgoland-class" box.

Round 2.5

- Kris' play -   *-Tâm's play -*

Authoritarian: Kris plays **Military Tradition** for 2 OPs, placing 1 SP in the Orthodox Church (1,4*) and 1 SP in Crimea (0,1).

Finally after all those Naval Race attempts, Tâm gets to react again to the new board position.

Liberal: Tâm plays **Entente Cordiale**, placing its marker on the leftmost open space of the Great War Status Track (the -4 space), then places 2 SP in the Colonials (2,1) and 2 SP in the French Armed Forces (2,1).

Great War Status Track after play of Entente Cordiale

Round 2.6

- Kris' play -   *-Tâm's play -*

Authoritarian: Kris plays the **Dreyfus Affair** for its event text placing 2 SP in the French Armed Forces (2,3) and doubling the cost for Tâm to place support in France for remainder of turn.

Liberal: Socialist Movements is played and its OPs are used to place 2 support in East Prussia (2,1) .

Round 2.7

*- Kris' play -*   *-Tâm's play-*   *-Tâm's Naval Arms Race Attempt -*

Authoritarian: Kris plays **Franco-Russian Alliance** as a Naval Arms Race attempt, rolling a 3 modified by 2 (for OPs) for a 5. This is not enough to reach the next box, and the German Navy marker is flipped to its +1 side.

Liberal: Tâm plays **Absolutism**, gaining 3 OPs which she uses to place 3 support in East Prussia (5*.1). The event goes into effect (and the card is removed from the game) but to no avail as Kris has no card plays remaining.

Thanks to the British Navy being on the "Helgoland-class" box, Tâm may make one more Naval Arms Race attempt.

She discards her final card **Dual Alliance** and rolls a 4, which is modified by +1 (**Lord Fisher**), -1 ("Helgoland-class" box) and +3 (OPs) for a total of 7, advancing the British Navy marker to the "Colossus-class" box.
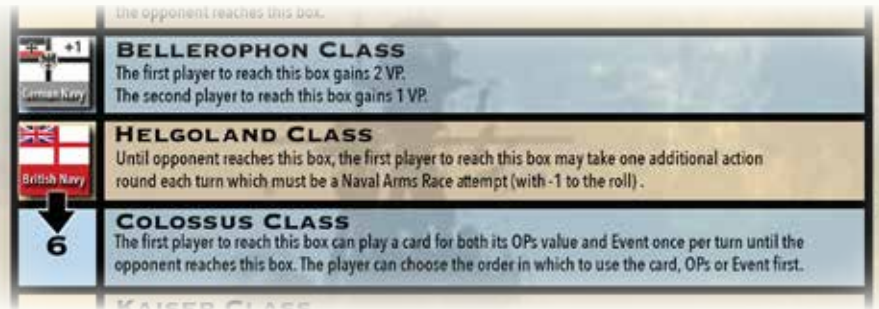
Turn 3

Both players have exhausted their entire hands and will draw 8 new cards.

*Once each player receive 4 cards, the play deck is exhausted and the play deck is shuffled (minus the cards removed from play). This means that in addition to the **Russia Scoring** card (which is definitely in either player's hand), the **France Scoring** and **A-H Scoring** cards could potentially be drawn again this turn.*

The Authoritarian hand is:

- **#07 Austria-Hungary Scoring**
- **#40 Indecisiveness**
- **#02 State Secularism in France**
- **#03 Second International**
- **#38 Kulturkampf**
- **#25 Legacy of Bismarck**
- **#34 Government-Sponsored Art**
- **#37 Ferdinand Esterhazy**

The Liberal hand is:

- **#06 France Scoring**
- **#08 Russia Scoring**
- **#09 Russo-Japanese War**
- **#33 Modernism**
- **#36 March of History**
- **#78 Revolution of 1905**
- **#13 Traditionalism**
- **#31 Status-Quo**

At this point, the position of the Authoritarian player is pretty strong, as Kris is clearly leading in Russia, Germany and Austria-Hungary while not lagging in Balkans and only really weak in France (where having State Secularism in his hand rather than in the Liberal hand is an strong asset).

Tâm clearly needs to focus on the Balkans and should make good use of the "Colossus-class" box to regain the initiative, presumably starting the turn by playing either the Russo-Japanese War or the Revolution of 1905 for both its text and OPs. The game is on!

Europe in Turmoil

The Great War

We rejoin Kris and Tâm's game after several more turns have been played. During those turns, the **#26 Franco-Russian Alliance**, **#27 Dual Alliance** cards (adding and flipping markers on the Great War Status track), and the **#50 Schlieffen Plan Adopted** card (adding an event marker near the Great War Status track) have been played. Tension in the meantime has risen to 3.

Tâm, who is still ahead on the Naval Arms Race track, has just played the **#57 Naval Bill/Fleet Law** strategy event as her impulse. She increases Tension to 4, then makes a Crisis roll. She rolls a 5, modified by 4 (Tension) and -2 (current value of the leftmost open position on the Great War Status track). The -2 modifier from Three Emperor League is no longer in effect as this marker had previously been flipped to its Franco-Russian Alliance side. The total Crisis roll is 7, which exceeds the 6 needed to start the Great War. The game turn immediately ends (and the remaining text on the **Naval Bill/Fleet Law** card is ignored) and the game proceeds to the Great War (see 8.4).

First, they have to determine who is participating in the Great War and on which side (see 8.4.1).
- Kris, championing the Central Powers, will fight alongside Germany and Austria-Hungary (thanks to Dual Alliance).
- Tâm, commanding the Entente, will control France, Russia (thanks to Franco-Russian Alliance), and Britain (thanks to Entente Cordiale and Schlieffen Plan Adopted).
- The Balkans Scoring Region will not participate as the Balkan Wars marker is not on the Great War Status track

Both players now determine their total War Resolution modifiers (see 8.4.2).
- Kris will receive a +2 to the Great War roll due to the Dual Alliance marker, and an additional +1 for Schlieffen Plan Adopted and +1 for control of Constantinople.
- Tâm will receive a +4 to the Great War roll due to her two Alliance markers on the Great War Status track, and an additional +1 for the British Navy being ahead on the Naval Arms Race track.

Both players roll.
- Kris rolls a 5 modified by +4 for a total of 9.
- Tâm rolls a 2 modified by +5 for a total of 7.

The Central Powers win the Great War and gain 4 VP.

With the Central Powers winning the Great War, War Losses (see 8.4.3) are determined as follows:
- In the Scoring Regions that participated on the Entente side (i.e. Russia and France), Tâm will roll a D6, then remove SPs from spaces in the scoring region (or independent spaces adjacent to the scoring region) equal to the result, after which Kris will do the same. Finally, Tâm will repeat this process one last time.
- In the Scoring Regions that participated on the Central Powers side (i.e Austria-Hungary and Germany), Kris will roll a D6 and gain that many OPs to place SPs in spaces in the scoring region (or independent spaces adjacent to the scoring region), after which Tâm will roll a D6 and remove SPs from spaces in the scoring region (or independent spaces adjacent to the scoring region) equal to the result.
- Constantinople was already under Authoritarian Control, but Italy was uncontrolled. As a result of War Losses, enough Authoritarian SP are placed in Italy for control.

As the Central Powers won the War, Kris selects the order of the Scoring Regions for this process.

Finally, after all War Losses have been removed, all participating Scoring Regions (i.e. all but the Balkans) are scored again (without using Stability cards, which are only used when playing a Scoring card!). At this point, the player with the most VPs will win the game. In case of a tie, Kris, whose side won the Great War, would win.

14.0 Errata

The rulebook has been updated with the errata. When reading the rulebook, words appearing in red text represent the changes that have been made to the original rulebook. Below is a list of the errata.

Rules

3.2 (page 6)
The Authoritarian player should also place 1 support point in Saxony (as indicated on the board).

3.3 (page 6)
The Liberal player should add only 1 support point in Switzerland (as indicated on the board), not two.

4.3.1 (page 6)
The exceptions are in turns 4 and 8, not 3 and 7.

4.5.1 (page 7)
The final line should be "Starting from the Edwardian Era (turn 4), players draw up to nine cards per turn."

6.3.2 (page 9)
This section mentions Authoritarian attempts fail while the British Navy marker has not left the pre-Dreadnought space. This contradicts the Naval Arms Race player aid, which states these attempts fail while both Navy markers haven't left the pre-Dreadnought space.

8.4.3 (page 11)
The procedure when the Central Powers lost the Great War is erroneous. Second bullet, second sentence should read, "Subsequently, the Authoritarian player rolls a D6. Finally, the Liberal player rolls a D6 and does likewise". Fifth bullet, replace second occurence of Liberal by Authpritarian.

8.4.5 (page 12)
Add: When using the optional War Mobilization rules (8.4.4), there is no war winner determination.

Players using 8.4.4 who tie after final Scoring (8.4.5) both lose.

10.0 (page 13)
Point 2 – substitute reference 10.4.2 for 8.4.5

Point 3 – add reference to 8.4.5 after "Great War".

March 2019 Changes

Strategy Card
Attempted Neutrality #104
This card has a Liberal-aligned event and should have been printed with a star & blue background rather than a crown and blue background.

US Interventionism #58
This card states it only provides a +2 to Entente Great War Rolls if Entente Cordiale is in effect. It gives this effect whenever the UK is a participant (i.e. Entente Cordiale or Schlieffen Plan in effect).

Map Erratum
Switzerland space should be a Bourgeoisie space instead of a Monarchy space. This means it should be affected by **Status Quo** and cannot be targeted by **Bernhard Von Bulow**, **Second Hague Conference**, and **Funeral of Edward VII**.

Counter Erratum
On one of the sides of the Balkan Wars marker, there is a faint -1 in the upper right corner. It has NO game effect.

15.0 Clarifications

Naval Arms Race
Both fleets have to advance their markers along the track through both colors, with the British Navy and German Navy markers both passing along the track through British ship classes and German ship classes alike. The track simulated not merely designing and building those ships, but also adapting fleet composition & tactics to the "enemy's" capabilities.

While the Authoritarian player's Naval Arms Race attempts automatically fail as long as both Navy markers are in the Pre-Dreadnought era (6.3.2 and the Naval Arms Race player aid), this only refers to attempts made with OPs. Events that allow the German Navy marker to be advanced (i.e. Admiral von Tirpitz) are not affected by this rule.

Scoring cards cannot be used for Naval Arms Race attempts (as they are no OPs cards).

German Navy High Water Mark (6.3.8)
If a player is first to Kaiser Class on the Naval Arms race, they get receive two VP. When, through card play, they would retreat to a lower spot on the Naval Arms race and then would become the second to reach the box as well, they would not receive the second player reward. As explained in 6.3.8, the German Navy High Water marker is used to indicate the highest position the German Navy has ever attained, and the Authoritarian player receives no rewards for the spaces entered below the position of the High Water marker. The 2 VP reward will not be given anymore if the German Navy already entered it, and the 1 VP reward is reserved for the British Navy (belonging to the "second player") if it ever reaches that position.

Helgoland-Class box
The additional action enabled by the Helgoland class box IS in addition to the one allowable naval play for a turn (or more, in case of von Bethmann-Holwegg or Two Power Standard). All cards or other effects that give additional NARa's are in addition to the ONE allowable rulebook limit. A card is still needed to use this additional action (e.g. after play of Eight Nation Alliance or Ferdinand Esterhazy a player may have no cards remaining during this additional action round) and will not be able to use this box's effect. It has to be the LAST action round of a turn (i.e. you do not get to choose in which round you make this additional Naval Arms Race attempt).

Nassau-Class box
Opponent's cards as used in the text of this box refer to cards played by a player during his action round, not cards belonging to a player's ideology. e.g. If the Liberal player reaches this box first, any 3+ OPs cards played by the Authoritarian player would receive the penalty regardless of which ideology the events are associated with.

Independent Spaces & Scoring
For the purposes of scoring cards, only independent spaces (colored in yellow, e.g. Constantinople or Belgium) count, not the boxes (Egypt, UK and Ottoman Empire). Algeria, Tunisia and Morocco count as "independent nations" for VP scoring of France.

Control of Libya is NEVER worth any VP.

Tension and the Great War

8.4.3 War Losses (page 11)
The first bullets that state "Subsequently, the Authoritarian and then the Liberal Player repeat once" and "Subsequently, the Liberal and then the Authoritarian player repeat once" – this means: "Liberal rolls, removes losses (from his own SP in that scoring region). Authoritarian rolls, removes losses. Liberal Rolls again and removes losses."

Tension and VP clarification
Increasing tension above the maximum COSTS VP, while reducing tension below 0 AWARDS VP.
The following cases can be identified:
• Liberal EVENT occurs which reduces tension below 0 : Liberal player +1 VP
• Liberal EVENT occurs which increases tension higher than the current maximum (6 normally, current tension if 3 or higher AND if Franz Ferdinand in effect): Liberal player -1 VP
• Authoritarian EVENT occurs which reduces tension below 0 : Authoritarian player +1 VP
• Authoritarian EVENT occurs which increases tension higher than the current maximum (6 normally, current tension if 3 or higher AND if Franz Ferdinand in effect): Authoritarian player -1 VP
• NEUTRAL EVENT occurs which reduces tension below 0: CARD PLAYER +1 VP
• NEUTRAL EVENT occurs which increases tension above current maximum: CARD PLAYER -1 VP

Great War Participants

If none of the following events are in effect (Entente Cordiale, Schlieffen Plan or Splendid Isolation), UK does not participate in the Great War.

Strategy Card Clarifications

Two-power Standard

Two important clarifications:

The event of this strategy card does not end at the end of the turn but can last across two turns. For example, if the British Navy marker was behind when this card was played (i.e. three mandatory action rounds for the Liberal to spend on consecutive Naval Arms Race attempts) but the turn has only two action rounds remaining, the first action round of the next turn will still be a mandatory Naval Arms Race attempt for the Liberal player.

Scoring Cards counts as "more mandatory" than a mandatory two-power standard Naval Arms Race Attempt. I.e. If two action rounds are remaining when this card is played and the Liberal player is holding at least one scoring card, the game will not be a loss but the Liberal player will have to spend the first of the remaining action rounds on a Naval Arms Race attempt and then have to play his Scoring card on the last action round of the turn (performing his remaining mandatory naval arms raceattempt(s) at the beginning of the next turn).

Franz Ferdinand

The base case of Franz Ferdinand is easy – if the Authoritarian player controls Budapest and Vienna while the Tension is 3 or lower, the Tension cannot rise above 3 (and any event that tries to increase it above 3 will incur a 1 VP penalty to the event's ideology). However, what happens in the edge cases where Franz Ferdinand is played when Tension is higher than 3, or if Tension increases above 3 while the conditions (authoritarian control over Budapest and Vienna) are not fulfilled and they are fulfilled in a later action round. The Card ONLY refers to Future action rounds – tension cannot RISE higher than 3. If it is already higher, then that is the current new highest limit and Tension can only go down. E.g. if tension is at 5 when Franz Ferdinand goes into effect, then tension can only go down; tension going up will give the normal VP penalty to the player whose effect causes it to increase. Once tension goes down, the new level is the new highest limit as long as FF is ineffect. E.g. if tension goes down to 4, it cannot go up again (and VP penalties are in effect again). Only when tension drops below 3 can it go up again (or by FF's effect being suspended due to control over Budapest or Vienna changing).

Eight Nation Alliance (#17)

You cannot play this card during an opponent's action round. This card is played during your OWN impulse, together with an event aligned with your opponent's ideology to stop its effect from occurring, circumventing 7.1, page 10.

For example as a Liberal player, you could play this card + Admiral von Tirpitz as a single card play during your action round to receive the OPs from the Admiral von Tirpitz card without the Strategy card's event text to happen, placing both cards in the discard pile afterwards.

The 1 VP is awarded only when this card is played for its OPs (on its own), never when used for its event (together with another card to cancel that card's event).

Bernhard von Bulow (#18), Control over the Channel (#56), Rosa Luxemburg (#105)

Asterisk cards which have already been played once are not in the discard pile but are removed from the game entirely. These cards do not allow asterisk-cards (that have been played for the event) to happen again.

Absolutism (#35) and March of History (#36)

These cards add to further OPs plays, they do not count themselves. Rule 7.4 does not apply.

Dreyfus Rehabilitated (#41)

The SP removed by the Liberal player have to be Authoritarian SP.

Enver Pasha (#48)

This card only increases the amount of Stability Cards played for the Balkans scoring if the player is already eligible to play Stability Cards (i.e. after play of the Balkans Scoring card, not during Final Scoring).

Blue/Gold cards

Joint cards can only be played for the event OR the OPs, they are never used for both.

Europe in Turmoil

Dreyfus Affair (#5)
The doubling of the costs to place SP applies ONLY to OPs, not to events (e.g. Franco-Russian Alliance).

Second International (#3) and other card events such as Winston Churchill (#70) etc
The "cannot be played" phrase indicates the Event is unplayable. The OPs of the card are available as normal (and if played for OPs as the Authoritarian player when Tension is higher than 2, the Liberal player will gain nothing).

Enver Pasha (#48)
The long-term effect (additional Stability card play during the next Balkans scoring) ends even if the scoring itself is cancelled (due to the Popular Uproar stability card). When the scoring is played again that turn (per the Popular Uproar card's effect), the Authoritarian player will be limited again to ONE stability card.

Von Tirpitz (#1)
Authoritarian player receives the benefit from both places advanced into (not just the last).

Ferdinand Esterhazy (#37)
(when selecting a Scoring card) will cause the Scoring card to be discarded without effect.

Viscount Grey (#55)
This card's event gives OPs and as such its effects are all following the normal rules for using OPs. As such, you will be able to make TWO support checks with these OPs (in different spaces).

State Secularism in France (#2)
When this card indicates the FCC space and all connections to its are absent for the rest of the game, this means the CONNECTIONS only are removed, not the spaces connected to it (e.g. Paris, French Writers etc). These spaces remain, they are simply no longer connected to the (removed) French Catholic Church space.

Great War Resolution (8.4.2, page 11)
The third modifier in the great War resolution is the Minor Major Power modifier. The maximum Minor Major Power modifier is +1, even if a player controls both spaces, and it can also be 0 (if neither player controls a Minor Major Power or each player controls one, for a net modifier of 0).

Control over Italy gives a player +1 to the war Resolution roll (although this +1 can be negated by the other ideology's control over Constantinople). Additionally, if aligned by the play of the Triple Alliance, the Central Powers get another +2 to the War Resolution roll.

Here are all the possible cases of Italian support

Table of NET bonus to the central War Resolution Roll	Triple Alliance in effect	Triple Alliance not in effect (i.e. never played or Powers negated by Perfidious Italy)
Italy Liberal Controlled	+1	-1
Italy Authoritarian Controlled	+3	+1
Italy Uncontrolled	+2	+0

These cases simulate the variety of strategic options that were open to Italy at the onset of a European War. If the Triple Alliance is in effect and Italy is Authoritarian-controlled, you would see a very active Italy coordinating its strategy with Central Powers, probably joining fleets with Austria-Hungary to challenge Entente control over the Mediterranean based on the French combined Brest and Toulon fleets while invading Egypt from the Libyan colony. If Liberal-controlled while still adhering to the treaty, the Italian army would probably limit themselves to some army deployment into the Balkans for their own strategic desires, while opening diplomatic channels to the UK. If Italy decides to let the Triple Alliance lapse but the space is still Authoritarian-controlled, you would probably get a similar effect as the previous one (hence the same bonus). The historical option, where they declared themselves unbound by the Triple Alliance (which was after all a defensive treaty) and where Italy is Liberal-controlled, Italy would initially remain neutral but eventually join the Entente halfway through the war.

If one side controls both Constantinople and Italy, the modifier is still only +1.

Prelude to the Great War

Stability cardplay (9.0, page 12)
During step 1 of the Stability Check, players select stability card(s). They are always allowed to choose a Stability card that would have no effect. Note that the rules state you choose a stability card (any card) and only check whether it is a valid play afterwards (as the phasing player, even after the effects of the non-phasing player's stability card which may invalidate your card!).

Adding Event SPs
If an Event card says to add (for example) 2SPs to a space, 2SPs are added regardless if the space is controlled by the opponent.controlled. This is a very good way to enter enemy "territory". For example Foreign Investments is a good way to enter spaces such as Nicolas II, Moscow, Vienna if they are Authoritarian-controlled.

War Losses Clarification
When the war winner receives a D6 worth of OPs to place in scoring regions belonging to his "camp", these OPs follow the usual rules of placement (double if opponent controls the space, adjacent to other SP from the same ideology).

End of Turn Clarification
At the end of the turn, you hold onto ALL cards still remaining in your hand (drawing one fewer card during the next turn for each held card, to your maximum hand size of 8 or 9 cards). Reveal the bottom of any held cards

Support Check Clarification
For a space to be eligible for a Support check by a player, the ONLY requirement is that it contains support from the opponent.

Discretionary Setup Clarification
When revealing two Scoring cards in setup, you receive an additional SP in EACH step of the discretionary setup, i.e. you will place 3, then 4, then 2 SP (while your opponent will be placing 2, then 3, then 1 SP).

Such SP can be placed in any space on the board, unless already containing opponent's SP. You are allowed to reinforce your own spaces, or place in any empty space (no connection to existing SP of your ideology necessary). When placing these SP, you may place more than 1 SP per space per placement (e.g. when placing 3 SP, they can all 3 be placed in the same space).

Mobilization Card Clarification
U-Boat Offensive - the German marker is advanced to the same spot as the British Navy marker, but NO VP (or other effects) are granted for the spaces moved to! The spaces moved into have to be moved into during the game, not during the Great War Phase to generate VP or effects.

Day 15 Attack - this stability card refers to Tannenberg/Kaiser Wilhelm's Plan. That Stability card (G6) was later renamed to just Kaiser Wilhelm's Plan.

"France First" - Some Mobilization cards refer to "France First" etc. This refers to the small text below the card image. If this contains exactly the words "France First", then it is a France First card.

Stability Card clarifications
When discarding a card with the Secret Treaty Clauses stability card, this card CAN be a Scoring card.

Example of play
Round 1.2 (page 25)
In the last paragraph of Round 1.2 a Crisis roll is made, with the Great War status track resulting in a -6 DRM. This -6 DRM is reached by the -4 (leftmost open spot on the track) increased by the additional -2 modifier from the League of Three Emperors marker which is in place at game start.

EUROPE IN TURMOIL
PRELUDE TO THE GREAT WAR

Cards can be played in three manners:

- Play the card for its OPs value (if the card is aligned with your opponent's ideology, the event will occur)
- Play the card for its event, if the card is aligned with your ideology or is neutral
- Play the card as a Naval Race Attempt (regardless of ideology, the event will not happen) – once per turn unless otherwise specified (e.g. Two Power Standard, Naval Law Amendment, von Bethmann-Hollweg, …).

Placing Support (6.1)

- OPS can be used to place Support, on a 1 OPS for 1 support basis. Support placed in this way can only be placed in or adjacent to a space where you had influence at the beginning of the action round (but see Great Britain, Egypt and Ottoman Empire)
- While a space is controlled by the opponent, each support costs 2 OPS.
- Support can be placed through events or other game effects. Unless specified otherwise, Support placed in this way is not limited to the rules mentioned above.

Support Check (6.2)

- Cards played for OPS can be used to make (two) Support checks, never in the same space consecutively. A Support check may only be made in a space containing opponent's support.
- Roll a D6, adding the OPS value of the card played plus 1 for each adjacent space controlled by you, and subtracting twice the space's stability number plus 1 for each adjacent space controlled by opponent.
- If the result is positive, remove opponent's support from the space equal to the result (adding your own support of opponent's support reaches zero, but never more than the space's stability). Otherwise, no effect.
- Support checks can be made through events or other game effects. Unless specified otherwise, any number of such Support Checks may be made in the same space.

Naval Arms Race (6.3)

- Whenever a card is played as a Naval Arms Race attempt, make a roll, adding the card's OPS value, plus 1 if the Strategy card is aligned to your ideology and plus 1 if your Naval marker is flipped to its +1 side.
- If the modified roll is equal to or higher than the value in the next space on the Naval Arms Race track, move your Naval marker one space (flipping it to its front side if necessary).
- Otherwise, flip your marker to its +1 side (if necessary).
- Immediately gain the result of the space entered (or stop opponent's effect).

Crisis Rolls (8.3)

- Whenever a card is played that requires a Crisis roll to be made, roll a D6, subtracting the number in the FIRST OPEN SPACE on the Great War Track (and an additional two if Three Emperor League marker is on the track) and adding the value of the space currently containing the Tension marker (+1 if the Balkans marker on the Great War track).
- If this roll is greater than 6, the Great War breaks out.

Great War (8.4)

- Determine participants (8.4.1)
- Determine War Outcome (8.4.2) and War Losses (8.4.3) or (optional) use War Mobilization (8.4.4)
- Final Scoring (8.4.5, only for participants)

MARKER LEGEND

THREE EMPEROR LEAGUE

- Placed on leftmost space of the Great War Status track during setup
- Flipped to its reverse side by card #26 Franco-Russian Alliance
- Removed from the Great War Status track by card #61 Russian Collapse
- While marker on the Great War Status track, counts as an additional -2 modifier to Crisis rolls and Authoritarian player receives +2 to his **War Resolution roll** (see 8.4.2)

STATE SECULARISM IN FRANCE

- Place marker on French Catholic Church space after play of card #2 State Secularism in France
- While on the French Catholic Church space, that space and all connections to it are considered to be absent

ENTENTE CORDIALE

- Place marker on leftmost open space of the Great War Status track after play of card #10 Entente Cordiale
- Flipped to its reverse side by card #95 Splendid Isolation
- While there, Liberal player receives +2 to his War Resolution roll (see 8.4.2)

FRANCO-RUSSIAN ALLIANCE

- Flips the Three Emperor League marker to its reverse side after play of card #26 Franco-Russian Alliance
- Removed from the Great War Status Track by card #61 Russian Collapse
- While there, Liberal player receives +2 to his War Resolution roll (see 8.4.2)

DUAL ALLIANCE

- Place marker on leftmost open space of the Great War Status track after play of card #27 Dual Alliance
- While there, Authoritarian player receives +2 to his War Resolution roll (see 8.4.2)

BELGIAN RULE IN CONGO

- Place marker in Congo Annexed box near the Belgium space after play of card #45 Belgian Rule in Congo
- While in the Congo Annexed box, Belgium is treated as both a Worker and an Annex space

AUSTRIA ANNEXES BOSNIA

- Place marker in Bosnia Annexed box near the Bosnia space after play of card #49 Austria Annexes Bosnia
- While in the Bosnia Annexed box, Bosnia is part of the Austria-Hungarian and the Balkan scoring region

SCHLIEFFEN PLAN ADOPTED

- Place marker in its space above the Great War Status track after play of card #50 Schlieffen Plan Adopted
- While marker there, Authoritarian player receives +1 to his War Resolution roll and (unless Splendid Isolation marker on the Great War Status track) Britain belongs to the Entente during Great War resolution

NORWEGIAN INDEPENDENCE

- Place marker in Norwegian Independence box near the Norway space after play of card #51 Norwegian Independence
- Unless marker in the Norwegian Independence box, SP cannot be placed in the Norway space and Support Checks cannot be made in the Norway space

MARKER PLACEMENT

8.2.3 Whenever a new marker is to be placed on the Great War track, place it in the leftmost open position.

8.2.4 The Great War Status modifier is the number in the leftmost open position of the Great War track (if all spaces are filled, it is 0), potentially modified by -2 if the Three Emperor League marker has not been flipped to its Franco-Russian Alliance side or by +1 if the Balkan War marker has been placed on the track.

8.4.2 Near the Great War Status Track are four Event marker spaces reserved for events affecting War Resolution. These are: Schlieffen Plan Adopted, German Army Expansion, Von Bethmann-Hollweg and US Interventionism. After playing the event, place the appropriate marker in the corresponding box.

NOTE: Play of US Non-interventionism will remove the US Interventionism marker from the game (whether in its box or in the marker pool).

US INTERVENTIONISM

- Place marker in its space above the Great War Status track after play of card #58 US Interventionism
- While there, Liberal player receives +2 to his War Resolution roll (see 8.4.2)
- Removed from its space (or Marker pool) by card #88 US Non-interventionism

RUSSIAN COLLAPSE

- Replace the Three Emperor League (or, if flipped, the Franco-Russian Alliance) marker from the Great War Status track by the Russian Collapse marker after play of card #61 Russian Collapse

TRIPLE ALLIANCE

- Place marker on leftmost open space of the Great War Status track after play of card #68 Triple Alliance
- While there, Authoritarian player receives +2 to his War Resolution roll (8.4.2)
- Flipped to its reverse side by card #94 Perfidious Italy

VON BETHMANN-HOLLWEG
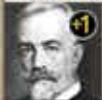
- Place marker in its space above the Great War Status track after play of card #74 von Bethmann-Hollweg
- While there, Authoritarian player receives +1 to his War Resolution roll (see 8.4.2)

BALKAN WAR

- Place marker on leftmost open space of the Great War Status track after play of card #87 War in the Balkans or card #90 Balkan Civil War
- While marker on the Great War Status track, counts as an additional +1 modifier to Crisis Rolls

PERFIDIOUS ITALY

- After play of card #94 Perfidious Italy, if the Triple Alliance marker is on the Great War Status track, flip it to its reverse side. Otherwise, place marker on leftmost open space of the Great War Status track

SPLENDID ISOLATION

- After play of card #95 Splendid Isolation, if the Entente Cordiale marker is on the Great War Status track, flip it to its reverse side. Otherwise, place marker on leftmost open space of the Great War Status track

BLACK HAND

- Place marker in Serbia, Bosnia, Montenegro or Macedonia after play of card #103 The Black Hand
- While marker in one of the above space, no support checks may be made in that space and this marker counts as 2 Authoritarian SP that may never be removed

GERMAN ARMY EXPANSION

- Place marker on leftmost open space of the Great War Status track after play of card #102 German Army Expansion
- Authoritarian player receives +1 to his War Resolution roll for remainder of the game (see 8.4.2)

ICONS

Great War Status Modifier
A number in a red circle modifies the number on the Great War Status Track when resolving a Crisis (see 8.3.1). This applies when either player makes a Crisis roll.

War Resolution Modifiers
Each yellow number in a black circle modifies the Authoritarian player's War Resolution roll (see 8.4.2).
Each blue number in a black circle modifies the Liberal player's War Resolution roll (see 8.4.2).